THE WORLD'S BIGGEST, BRIGHTEST & BEST C64 MAGAZINE!

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No.89 October 199



EIGHT GREAT GAMES!

HOURS OF FUN? NO! AEONS? YES!!!

FULL GAMES — STORMLORD, GALAXIAN, RANARAMA, TERMINAL CITY, COPS, QUIX, ATALAN & TUSARI!

WOT! NO TAPES?

IF YOUR MEGATAPES ARE MISSING...

...THEN ASK YOUR NEWSAGENT FOR THEM BEFORE YOU BUY THE MAG!

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Every C64 car racing game reviewed!

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TOP TIPS FOR... THE BLUES BROTHERS... JAMES POND 2: ROBOCOD... THE DETECTIVE... STEG... AND DEMI MOORE

ZZAP! ZOO

We couldn't decide on a ZZAP! ZOO topic for this month. So after a bit of head scratching Ian suggested 'things that drive us up the wall'. The ZZAP! crew are an amiable bunch (most of the time), but like everyone else they occasionally have to let off steam. What grinds their gears? Is it Steve listening to Radio 2? Phil's monosyllabic answers to complex questions? Ian's taste in shorts? Or Corky's taste in women? Read on and find out...

STEVE SHIELDS — Fully Ferment(ed)



What do I hate? Being a cynical old git it'd be quicker to list the things I love. Both of them! Oh well, alphabetically then: Apricot coloured trouser suits, Beer of less than 5% volume, Conservative MPs, Dole offices, Eastenders, Fishnet tights, Grey men in grey suits, Haddock, Islam, Judges, Kaftans, Ladas, Mary Whitehouse, New Romantics (Oy Shields! I'm one of them! — Art Ed!), Opinionated students, Police officers with a grudge against the young, Quakers, Royalists/Racists, Smelling Mark Kendrick's anal tornados (Thank Y'all! — Art Ed again!), Tourists, University lecturers who wear sandals, Venison, WASPS (as in White Anglo Saxon Protestants), Xenophobes and Zoos.

PHIL KING — Fully Stuff(ed)



I don't hate much at al — life's too short to waste criticising everything. But what really gets on my nerves is when a person makes up fantastic stories to tryand impress their friends and colleagues. It really ispathetic. I mean, I don't care if these people want to live in their own little fantasyworlds, but it insults my intelligence that they think they can fool me with their outrageous yarn. This sort of sad individual usually accompanies his lies with a fierce criticism of everyone around him, pointing out their tiniest shortcomings and mistakes. And why? Because he knows he's a complete jerk himself, and can't stand anyone else being more successful. That's why he makes up those silly stories. Very sad indeed. (To whom might you be referring, Phil? — Ed).

MARK CASWELL — Fully Fitt(ed)



Hmm, if I listed all the things that pee me off on a sheet of paper, I'd finish it some time next week. But a condensed version would look something like this. I can't stand rave music, bigots, 70s disco music, Tony Blackburn, racists, arrogant people, Rod, Jane and Freddy from Rainbow, queues in the local post office that move at a snail's pace but speed up when you move to the next, and poll-tax inspectors. I also strongly dislike train spotters, Bob Monkhouse, rude people, swines who play their Walkmen too loudly, mould, bananas, people who fart in public and blame it on their friends, musical watches that play 'The Yellow Rose Of Texas', and spaghetti. 'Nuff said?

IAN OSBORNE — Fully Accept(ed), NOT!



Couldn't agree more Phil — bullshine merchants are a right pain in the you-know-what! We all build castles in the air from time to time, and I don't even care if some sad git wants to live in one, but when he invites you round to dinner... Waffling windbags should be shot!

The only thing worse than bullshine merchants are those nauseating shop assistants who follow you round like a shadow, making tiny adjustments to anything you touched just to let you know they're there. These patronising pillocks don't deserve your custom — take it, and your dosh elsewhere.

MARK KENDRICK — Fully Furnish(ed)



Things that I hate in life would make a pretty massive list and really boring to read (especially if like this sad lot, I get all serious about it!) so the main ones are:

Human nature, society, alcohol and cigarettes, eating 4 four eggs in a happy eater and then exploding for three days, getting hassled in the street for autographs, asking for salary increases, the 70s, the 90s, air fares, cheese (AGGGH! I hate that stuff!), man-made monsters (work it out!), and the Southern Bell phone company (But not AT&T!) So there! Not much but it all adds up!

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The ZZAP! 64 Zzone!

THE SHOW MUST GO ON

As I psyche myself up for the manic mayhem of yet another computer trade show (the Autumn ECTS in Islington), I can't help wondering what it'll have in store for the old 64.

Not one of the distributors during the Spring sojourn exhibited any C64 games on their stands whatsoever. Okay, so a few of the budget companies — like Zeppelin — had a handful of cassette sleeves on display, but as far as demonstrating new software went, well, if it wasn't 16-bit-based it had no chance...

The story from the PR end was a little more encouraging — when you could drag them away from the consoles for long enough to exchange a few words. Few of the software distributors stated outright that they were not considering publishing any more C64 stuff, and many were eager to impress upon me the fact that they were still very much behind the machine and would continue to support it as long as there is sufficient demand.

Our sales figures alone prove that the demand is still there all right, but to my mind it's very much a chicken-and-egg type thing: A few of the bigger development houses (like Ocean) drop out of the race by not producing any more 8-bit games, and the retailers start to panic. So the shop owners order fewer C64 games, devote significantly less shelf space to the stuff that they do stock, and software sales begin to reflect the changes. The result? An inaccurate picture of the market which is bad for us, for you AND for them.

Oh well, I'll toddle along to spread the gospel according to ZZAP! 64 at the show, and hopefully with xmas approaching I'll have more promising news on my return (the lure of seasonal mega-bucks can work wonders!). Check out next issue's Stuff column for a mini show report.

Happy Zzappin'

Steve

Steve Shields (Editor)

Wots in! 89

Great games!



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The only creature with worse eating habits than Phil.



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Go quackers over Alternative's ornithoid offering.



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Phil's an expert on vertical motoring — he drives us all up the wall!

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We finally get rid of that brainless juvenile PD, and replace him with Dutch programming ace Remi Ebus.

36 CLUBS ROUNDUP

If you like a lot of chums with computers, join our clubs!

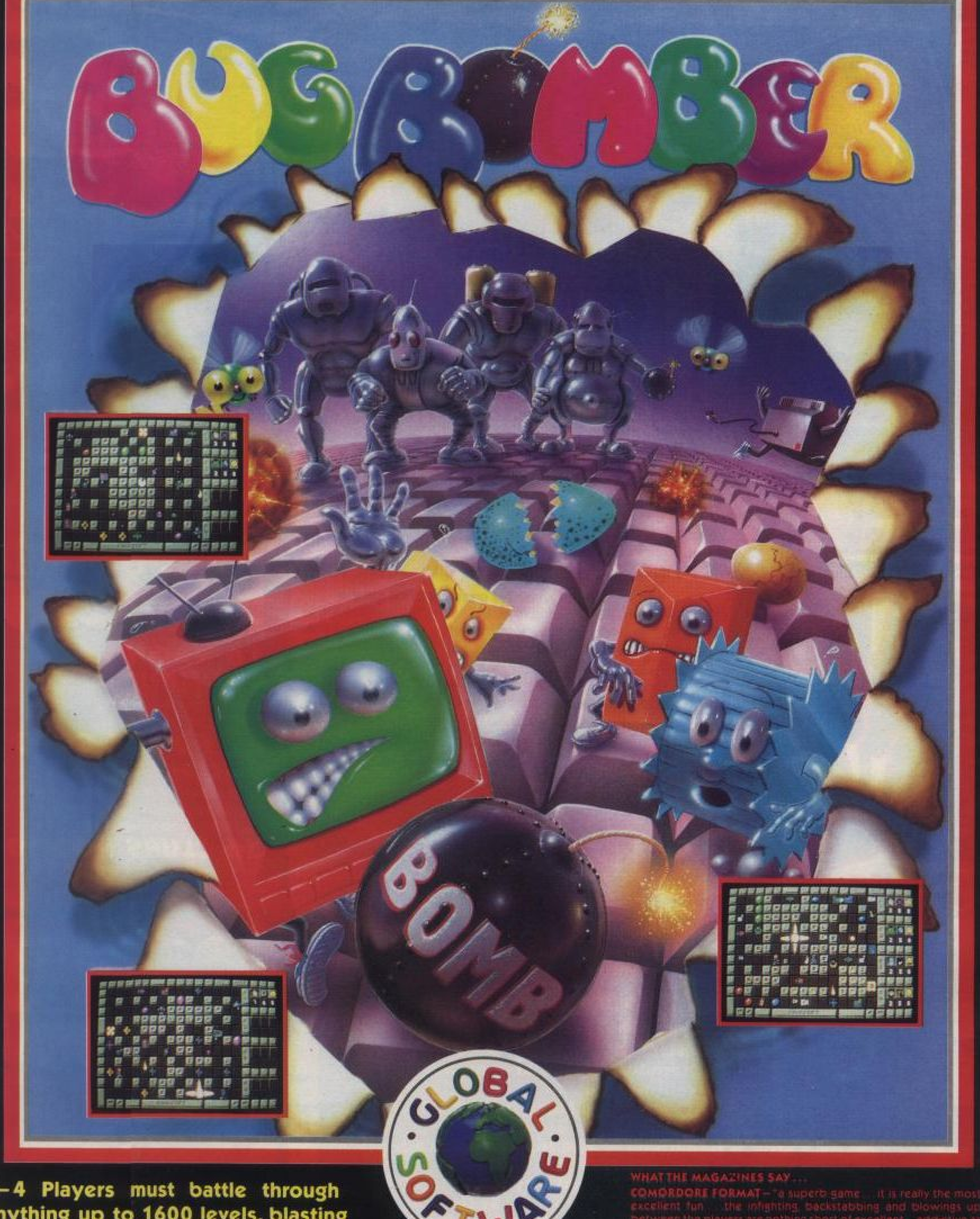
tape worm

ZZAP!'s own liver-lickin' lout! Now he's twice as big — see him on page 6.

- **Stormlord — Cracking arcade-adventure opus.**
- **Galaxians — Mega game from yesteryear.**
- **Ranarama — The thinking man's *Gauntlet*.**
- **Terminal City — From the guys who did *St Dragon*.**
- **Cops — Don't arrest villains... shoot 'em!**
- **Quix — These PD games are good, aren't they?**
- **Atalan — Damned fine adventure from the Probe team.**
- **Tusari — Arguably the best reader game we've ever had.**



Review index!



1–4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army – Yeah!

WHAT THE MAGAZINES SAY...

COMORDORE FORMAT – "a superb game ... it is really the most excellent fun ... the infighting, backstabbing and blowings up between the players are nothing short of excellent ... addictive as a bag of incredibly addictive things! Horray (as we say) – 86%"

AMIGA ACTION – "More agressive than Dynablaster ... a real blast! – 83% – Recommended"

THE ONE – "very playable, insanely addictive ... you'd be hard pushed to find a more enjoyable multi-player game ... 81%"

ZAPP! – "Words can't describe how playable Bug Bomber is ... on a par with the playability are the graphics – small but wonderfully animated sprites charge around the screen in a psycopathic frenzy ... hell of a lot of fun to play – 87%"

Bug Bomber is available on Amiga (£25.99), C64 tape (£10.99), C64 Disk (£15.99) from Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX. Telephone: (0753) 686000 Fax: (0753) 680343

KINGSOFT

Tape Worm



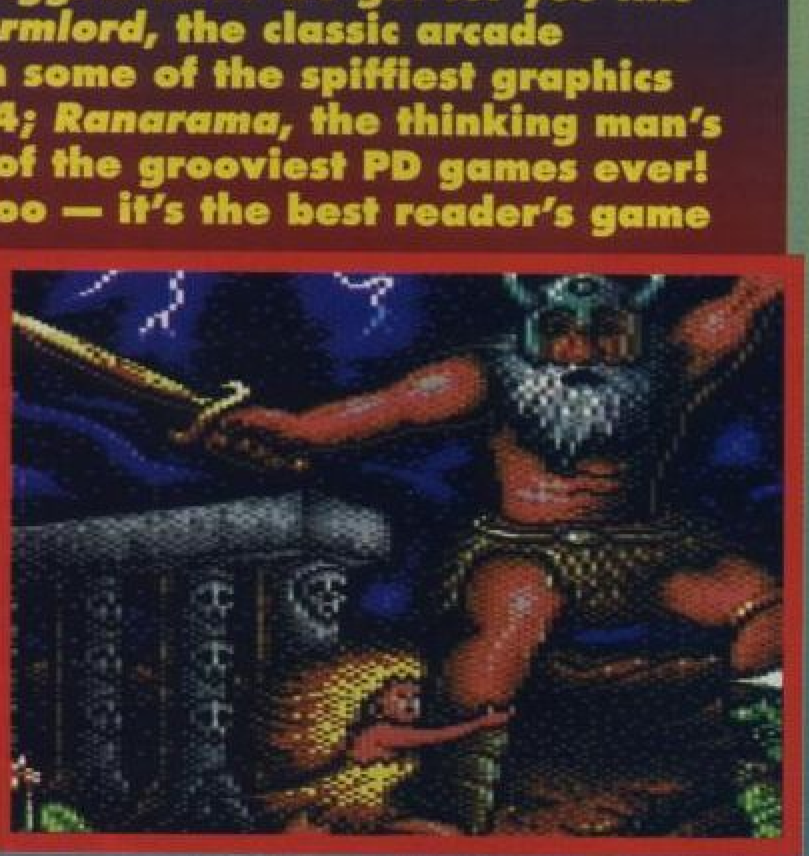
See — told you you'll get two tapes EVERY month! It's double the fun, double the excitement! It'll have you doubled up in ecstasy!
So what nutritious nuggets have we got for you this ish? Well there's *Stormlord*, the classic arcade adventure romp with some of the spiffiest graphics ever seen on the C64; *Ranarama*, the thinking man's *Gauntlet*; and some of the grooviest PD games ever! Look out for *Tusari* too — it's the best reader's game we've ever seen.

STORMLORD

21st Century

The evil Queen has imprisoned the fairy folk, and is wreaking destruction all over Stormlord's world. Only you can stop her — free the fairies and she'll be vanquished! Fail, and the evil Queen will reign forever…

On each level a small number of fairies must be released before time runs out. Scattered about the landscape are various objects that must be used to free fairies and help you through certain areas. To pick up an object or to swap it with one already held, simply walk over it.



You'll encounter Venus flytraps, huge worms, flies, dragons and many more foes on your travels. All of these must be either destroyed or avoided at all costs.

To gain access to far and remote parts of the world, powerful springboards can be used to cover large distances in a few seconds. To use a springboard simply step onto the middle of it and you will be propelled through the air.

End-Of-Level Sub-Game

When all the fairies on a level have been released, Stormlord will take part in a mini game in order to try and gain an extra life. The objective of this sub-game is to capture as many fairies' tears as possible within the allocated time. An extra life is awarded when more than 10 tears are collected. Instead of throwing thunderbolts and swords as normal, Stormlord now blows a limited number of kisses, represented by red hearts, at the flying fairies. If a heart should touch a fairy, she'll fall in love, drop a tear for Stormlord to collect, and then fly away. But be quick as the tears dissolve into the ground quite soon after landing.

Control Keys

Keys can be redefined to suit personal taste (or use joystick instead).

O Left
P Right
Q Jump — the longer it's held down, the higher the jump
A Crouch
SPACE Fire — the longer it's held down, the further the bolts go. When held down for the maximum amount of time, a more powerful sword will be thrown instead (use these for larger foes on later levels).

To pause the game or frame advance it, press **CAPS SHIFT & SYMBOL SHIFT** simultaneously.

To abort the game press **Y, U, I, O** and **P** simultaneously.

Information Panel

From left to right the panel sections are as follows:

1. Lives left
2. Elapsed time represented by a sun that changes to a moon
3. Score
4. Currently held object (when blank, nothing is held)
5. 1st digit = fairies so far found.
   2nd digit = total amount of fairies to be found on the current level.

GALAXIAN

Public Domain

Whadayamean you want instructions? You got the game — isn't that enough?

Humph! A great conversion of a classic game, we raved about it in the PD File last ish and this month we've got it on the Megatape especially for you! Plug your joystick into Port One and follow the on-screen prompts. It's as simple as that (and you can't get much simpler than *Galaxians*!).



RANARAMA

21st Century

Mervyn, the sorcerer's apprentice, is trapped in an evil dungeon after escaping from an invasion of warlocks. Life wouldn't be so bad if he hadn't inadvertently changed himself into a frog whilst concocting a potion to improve his looks (so that's what happend to Corky!).

You must help Mervyn seek out the evil warlock and destroy his misshapen hordes. Blast their looming weapon generators and defeat the warlocks themselves in ritual magic combat… and if you have enough strength after all that, who knows? You might succeed in turning him back into a human, but only if you get the right potion!

Each Warlock is guarded by groups of evil creatures — you earn extra points for destroying these but they do not affect the course of the game. Some rooms contain tomb-like weapon generators which create vicious weapons such as spinning knives. Destruction of the weapons scores nothing, but you can shoot the generators for extra points.

Some rooms also have mysterious symbols embedded in the floor. These are called Floor Glyphs and there are four different types — one weaves magic spells, another is fired at to destroy some or all enemies in a room. The other two reveal a plan of the current dungeon level or transport you to a new one.

When you defeat a warlock you should strive to capture the magic runes which he releases. You use these to conjure spells to make yourself stronger in attack and less vulnerable in defence. After clearing the top level you'll be strong enough to proceed downwards to tackle the more aggressive warlocks and guardian creatures below.

Playing The Game

Each room lights up as you enter it, and the aerial viewpoint shows the magic Floor Glyphs which can be used tc your advantage. To use a Floor Glyph you must stand on it before pressing fire. They're explained in more detail below.

On locating a warlock, leap on the top of him and lock him ir ritual combat. The letters of the word RANARAMA will be scrambled before your eyes — you must put them back in order before the time runs out. Press left or right to select a pair of highlighted letters and press Fire to reverse the order of the pair.

Having defeated a warlock his runes are scattered to the four corners of the room. Collect as many as you can before they fade away, and use them to increase power and resilience.

Floor Glyphs

To activate a Floor Glyph, step on it and press Fire.

Glyph Of Seeing

All rooms and doors (including invisible doors) explored so far are shown on a map together with your position. If you obtain the SEE Effects spell, the position of warlocks is shown in red.

Glyph Of Power

A magic bolt varying in intensity is released, killing some or all opponents. This Glyph disappears after use.

Glyph Of Travel

A side view of the dungeon appears, You can use Up or Down to travel to another level, or press Fire to leave the Glyph. Be careful, you may not be able to return the way you came. Do not be tempted to explore the lower levels without sufficient runes and spells.

Glyph Of Sorcery

This Glyph builds power and resilience. At least five screens of information may be accessed, using UP and DOWN to scroll through the screens. The first scene shows the currently active levels of the four types of spells available and the runes which you may have collected to date. Subsequent screens give more details on each currently active spell and on spells that may be cas using the runes collected. For more informa ion see the next section.

All About Spells

Spell Types And Level

There are four types of spell: Power, Offence, Defence and Effect. You start the game with weak spells but as you collect runes you can cast stronger versions. You need more and more spells to build up your psychic powers so that you can safely tackle the stronger creatures on lower levels.

Be careful to maintain a balance between different types of spell. A strong Offence spell will enable you to destroy more aggressive creatures more quickly, but it will also drain a weak Power spell rapidly so you die.

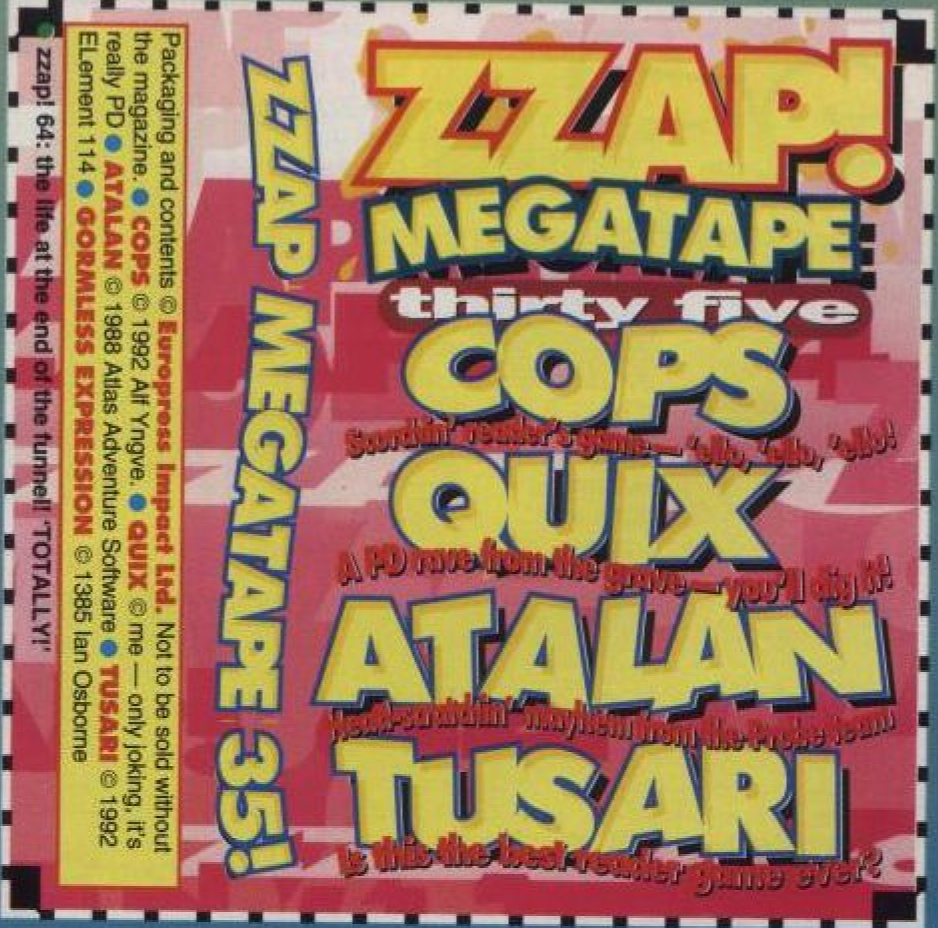
You start the game with Psychic, the second weakest Power spell, with a Mortal Power spell (the weakest Power spell) in reserve. If you do not succeed in boosting your power level by capturing energy crystals or casting a stronger Power spell, you'll eventually fade and die, dropping from Psychic to Mortal power level. If you fail a second time you lose the game and must start again.

You also have the weakest Offence spell (Zap) (nohing like ZZAP! then! — Ed) so you'll have to fire and strike the stronger creatures or weapon generators several times before they're destroyed. Your Defence

Basic Controls

Joystick Controls	Keyboard Equivalent
Up	A, S, D, F, G
Down	Z, X, C, V
Left	B, N
Right	M
Fire	H, J, K, L
To fire an Offence spell	Press Fire with a direction selected
To cast an Effect spell	Press Fire with no direction selected
To activate a Floor Glyph	Stand on the Glyph and press Fire with no direction selected
To pause the game	Press P key. Press Fire to restart (inoperative during ritual combat)
To set auto-fire Press again to unset	Press W key.
During ritual combat	Press Left or Right to select a pair of letters and press Fire to rearrange the pair.





spell (Protect) is aalso weak so you're also poorly shielded. Your initiial Effects spell is called FIND, and it enables you to loocate invisible doors. If you suspect there is a cdoor hidden in your current room centre the joystick and press Fire. The FIND spell will then reveal anyy hidden doors.

Casting New Spells

Find a Glyph Of Sorcery, step on it and press Fire. The first screen shoows currently active levels of four types of spell. You can get more details on each spell by scrolling upp or down to new screens.

If you progress well by defeating warlocks and collecting runes, neew spells become available. These are shown on new screens, and an audible tone informs you that you can cast the new spell in exchange for one or more of your runes. Press Fire to cast the new speell.

Energy Crystals

As you explore you'll stumble across crystals floating in their rooms. When they sense your life force they close in on you and boost your power level.

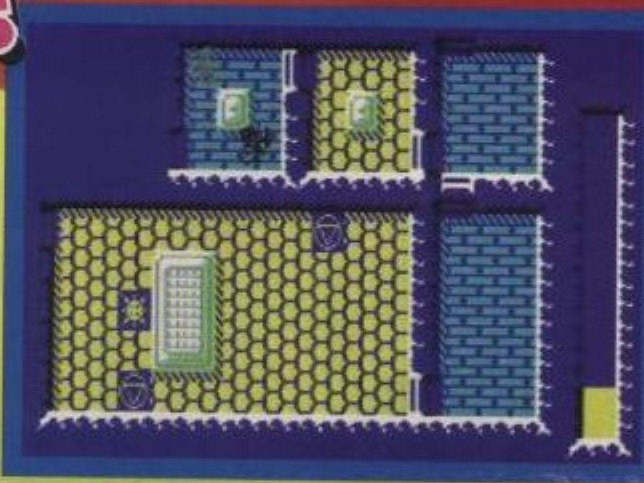
The Evil Guardian Hordes

Dwarf Warrior, 1st Level Fighter
Recruited from the Kuri, a tribe of dwarfs long corrupted by the nether forces. Not very intelligent, they lust for gold, drink and a food fight (fatty Phil would be right at home).
Score 100 points.

Fire Gollum, 2nd Level Fighter
A pale shadow of a true fire elemental, these unfortunate creatures are the creation of the wise in their attempt to overthrow the Netherlords at the end of the great Dark Age. Hateful of their creators, the few that survive serve the Netherlords who cherish their abilities of constant light and warmth in the depths.
Score 200 poins.

Bisect, 3rd Level Fighter
A hideous creation of the Netherlords, spawned in the depths by fusing the life pattern of insects and man. Protected by their exoskeletons, they are formidable warrios.
Score 300 poins.

Guardian, 4th Level Fighter
Not a living creature, but an armoured shell



animated by the dark arts of the Netherlords. Protected by magic, they can resist the magical attacks of lesser creatures.
Score 400 points.

Death Serpent, 5th Level Fighter
Spawned from the heads of dead warriors, these snake like creatures are fast and deadly.
Score 500 points

Ghoul, 6th Level Fighter
Almost invisible, these undead creatures drain the energy of living things at a shuddering rate.
Score 600 points.

Arachnae, 7th Level Fighter
An ancient race of man eating spiders, these creatures are found in the deeper Levels. Frogs are a particular delicacy of theirs!
Score 700 points

Gargoyle, 8th Level Fighter
A magical creature created by dark forces, these are the epitome of evil. Most deadly of the creatures lurking in the depths, they are fast and cunning.
Score 800 points

Warlocks

Wizard, Levels 1–4
These cowardly leaders of the undead will only volunteer for ritual combat if you're of a lesser status than themselves. If they run from you, they're weak. Equipped with various missile and attack spells and resistant to missile attack, warlocks are best defeated by ritual combat.
Score 500 to 4000 points

Necromancer, Levels 5–8
Powerful in attack, defence and magical combat, these towering Netherlords possess powerful runes which are your key to ultimate success. Do not tackle them without a high Defence spe and power level of 4 or better.
Score 4500 to 8000 points

Magical Weapons

Weapons are mostly impervious to your attack and their destruction wins you no points. You may, however, prevent their creation and earn 500 points by destroying their tomb-like generators.

Munching Mouth
To avoid its rapid strikes you must run from the room or hide.

Spinning Knives
Slow as individuals, they attack in large numbers if you don't destroy their generators.

Orbiter
Four glistening steel balls rotating round a pulsin ball of energy, an orbiter is slow enough to shoot

Energy Ball
A spinning ball of pure energy feared for its bodyline tactics.

Hints And Tips

1. The aim of the game is to start on the top leve of the dungeon and to defeat each warlock encountered.
2. Don't get sidetracked. The warlocks are the key to the game. Seek them out, destroy those around them, then jump on them.
3. Keep moving from room to room. As long as you're making new ground you'll find energy crystals and warlocks. Use the maps to plan your progress.
4. Go down to other levels before you've plenty of runes and higher spells and you'll be dead within seconds.
5. If you lose your Power spell, the first priority is to get to a Glyph Of Sorcery and acquire a new one.
6. Use runes sparingly. Only increase firepower or shields when you've runes to spare.
7. Use Glyphs Of Power to attack all the creatures in a room at one go.
8. When the time comes to change levels, if the Glyph Of Travel takes you too deep return and try another.

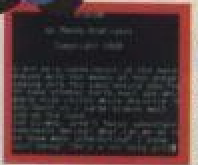
35!

QUIX



● A PD rave from the grave — you'll dig it!

COPS



● Scorchin' reader's gam— 'ello, 'ello, 'ell!

ATALAN
● Head-scratchin' mayhem from the Probe team

TUSARI



● Is this the best reader game ever written?



TAPE INFO

Cops
000
Quix
Atalan
000
Tusari

LOADIIG INSTRUCTIONS
Follow the loadininstructions in your C64 manual. Lost your manual? No problem — Hit Shift & Run/st, and press play.

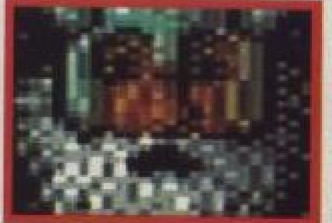
DODGY DUPLICATION?
If your Megatapein't up to scratch, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Terd, Shropshire TF7 4QD.*
Don't send it bk to us — no really, DON'T SEND IT BACK TO US, and for the third time of askir, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare Megatapes here ZZAP! Towers, so all we'll do is send them on to Ablex anyway!

34!

GALAXIANS
● A right blisterin' blast from the dawn of time



STORMLORD
● Epic arcade-adventure



RANARAMA
● The thinking man's Gauntlet — great stuff!

TERMINAL CITY
● Hard 'n' fast — a real humdinger!

TAPE INFO

Stormlord
000
Galaxians
Ranarama
000
Terminal City

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CQUIX
Publicc Domain

Anobther rave froom the grave, *CQuix* is a pixel-peerfect converssion of the classic *Qix* coin-op, and despite appearaances it plays really well.



Playesd on a static screen, your 'sprite' (the tiny dot!) patrols tthe outer perimeters of the playing area, avoidincg two enemy blobs at all costs. The big baddie, an interresting mathematical effect created using straight lines, dominates the screen. By hitting the fire button yyou can make brave excursions into the playing area, leaving a trail in your wake, boxing off sections of enemy territory and making it your own — capture 75% of the screen to complete the level. If your trail is hit beforre you make it back to friendlier climes, you die. Hesitate too long, or turn back on yourself, and another blobbie thing follows your trail — if it catches you, you're sunk!

It's a simple concept, but that's what makes it so addictive. If you don't believe me, load it up and give it a blast — just make sure you've nothing important on for the rest of the day!

TERMINAL CITY
Public Domain



NO, DON'T DO IT, DON'T SWITCH OFF! Your computer has NOT crashed, it's just a really great intro sequence — skip it by hitting F1, but make sure you watch it at least once!

Ahem! Now we've got that little thing sorted, let's get on with the game; a great PD offering from ace programers Ashley Routledge and Dave Saunders.

An eight-way-scrolling shoot-'em-up and switch-'em-off outing, *Terminal City* has you racing round the maze-like playing area from hut to hut, checking out computer terminals. Your task is to shut 'em down using the disks bought from the huts — each disk shuts down one specific computer, so you've a lot of work in your hands.

Still sounds easy? Well it would be if it weren't for the wandering monsters! Armed with a mega-blaster gun, each alien killed gives one credit. You need ten to buy a disk, so to succeed you'll need a trigger finger that puts Dirty Harry's to shame!

Pressing the space bar activates your personal jetpack — you can now whizz round the maze at twice the normal pace! Because it comes with a built-in forcefield you won't have to worry about the aliens — just run 'em down. This doesn't give you any credits and you'll need to switch it off before entering a hut, but it's a great way to get from A to B at speed. G'luck!

TUSARI
Element 14

Element14 is proud to present 'Tusari', the latest in interactive multi-screen arcade-adventure games. Over 130 fully animated fantasy screens, packed with a whole range of disgusting life forms, all determined to destroy the beautiful goddess Tusari.

Game Plot

The beautiful goddess Tusari has been captured by the Akaygains — an evil breed of mutated ogres — and imprisoned in a stinking dungeon in the depths of their underground domain. Your mission is to free Tusari, daughter of the goddess of passion, and save her from the 'evil intentions' of the Akaygain ogres.

Controls

This is a one-player-only game using joystick in Port 2.

Run/Stop	Pause
Fire (while paused)	Unpause
Up	Jump
Diagonal Up & Left	Jump left
Diagonal Up & Right	Jump right
Left	Run left
Right	Run right
Fire	Fire current weapon
Fire & Up	Stab up with sword
Fire & Down	Stab down with sword

Keep an eye on your energy and number of daggers (right of the score panel) because when these get low WATCH OUT.

Watch out for power-ups (especially on later levels) as these allow you to fire three daggers at once and also let you fly with wings.



Keep an eye out for chests as well (not 'arf — Phil), as these give more daggers, of which you have a limited supply.

When you die on a level all is not lost. To practise a level after you die, push LEFT to PRACTISE or RIGHT to QUIT when you are asked.

Before starting a level, a 'GET READY' screen appears with information on that level. Moving the joystick left and right will turn music on or off (look at the musical note in the bottom right).

Credits

Tusari © 1989–1992 Element 114 Software and Shockware Software. Programming, artwork and FX by Martin (BALTHAAZAR) Piper. Music by Alan Peters.

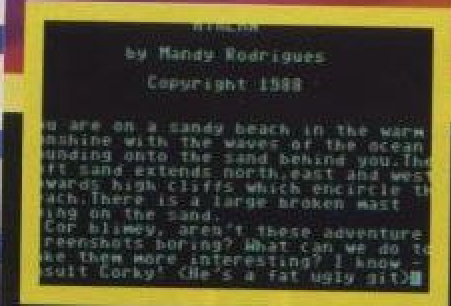
Game design by Jon Paul Eldridge.

Playtesting by Stuz, Barry Elms, Leighton Jones, John James. Graphics were pixellised on the excellent *OCP Advanced Art Studio*. Music composed on 'ELEMENT 114 STUDIO PLUS'.

Stop Press

Tusari... great for mappers, eh? So damned good we're offering a free ZZAP! T-shirt for the first complete solution and map, so sharpen that pencil, plug in your joystick and get plotting!

ATALAN
John Rodrigues



You are a poor sailor, one of the crew of a large vessel currently sailing in the Pacific Ocean. After months at sea you spot an uncharted island in the distance. As the vessel begins to make towards it the pompous Captain proclaims that he intends to land, name the island Atalan and claim it for Britain.

But alas it's not to be. Suddenly, without any warning a violent storm sweeps over the vessel and before there is time to react the ship is battered into driftwood.

Luckily for you, you were standing beside the mast as the ship broke up and had the presence of mind to lash yourself to it (ooh! — Miss W). The mast breaks away and plunges into the ocean taking you with it. You cannot swim and as you are tossed about by the mountainous waves you can only cling on helplessly until, through fear and fatigue, you lapse into unconsciousness.

You wake to find yourself lying on a sandy beach in the warm sunshine, washed ashore on a small island thousands of miles away from civilisation. The storm's passed but there's no sign of the ship or your crew mates.

Little do you realise as you awake that fabulous treasures are to be found on this island. But to discover them all before rescue comes means tackling many problems, obstacles and dangerous situations. One of the first problems to overcome is how to get off the beach in the first place, as it seems to be completely surrounded by towering, sheer-faced cliffs...

Special Notes

This adventure features a useful help command to aid you with some of the more difficult problems. There's also the command VOCABULARY which lists the more useful verbs on screen.

This adventure was produced with the aid of *The Graphic Adventure Creator* by Incentive Software.

Playing Tips

It is rare to find items just lying around in an adventure. Most are hidden and must be found. The golden rule is to examine everything you think might be useful or provide a clue. Carefully read the location descriptions and messages as they sometimes conceal useful clues. Some objects are containers and must be opened and in many adventures it is always wise to LOOK IN, LOOK UNDER, LOOK BEHIND (object) etc. This sometimes reveals something you didn't expect to find. It's always worth remembering that if you SEARCH a location you might reveal some more useful information other than just the location description.

All eight directions of the compass are recognised, as are UP and DOWN. They can be abbreviated to save time, ie N for North, NW for Northwest, etc.

Most adventures will recognise quite complex sentences as well as the usual verb/noun input. *GAC* games accept multiple commands which should be separated by AND, THEN, a comma or a full stop. The word IT is also recognised as the last noun input and is useful in the manipulation of objects during play.

It's useful to make a map of the adventure as you go along. If you mark down where you find objects it'll help you reach them easily. Doors are usually locked and keys must be found or other methods of gaining entry. It's also very useful to try and communicate with other characters in the adventure as they may have some useful information to aid you in your quest.

Never be afraid to try anything and if in doubt always remember to save your position first then, if you do make a mistake (lose a valuable object or even get yourself killed off), you can always get back the position you saved from.

If you really get stuck then please don't hesitate to ask for help, hints or even a full solution by sending a SAE to *Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP* and they'll be happy to oblige

HAPPY ADVENTURING!

STUFF!







'ALLO SAILOR

There's a new softwarlabel in town — Admiral's the name and cheapo software's the game, and we don't mean bdget games either!

Although Admiral releaes are full-pricers, they retail at a stonking £6.99, a fair few quid cheaper than usual. We're assure they're every bit as good as their more expensive counterparts too!

At the time of writing, lo titles are in the pipeline — *'Allo 'Allo*, an eight-way scrolling platformer based on the BBC's pattic excuse for a comedy (Ah lick eet! — Phil), and *Suburban Commando*, a licence oflulk Hogan's high-budget, low-storyline movie. Both games hit the streets early next year —more news as it's made!

HI AND DRY

Hi-Tec, famous for their high-quality cartoon licences, are having a spot of bovva! Severely affected by the recession and the spectacular fall of the Amstrad CPC, the boys from Sheffield are currently looking for financial backers.

'Our biggest problem was financial structuring,' said Hi-Tec supremo David Palmer in an interview with CTW, the computer industries' leading trade paper. 'We were heavily dependent on our banker's support. We did very well though, our Premier range sold very well.'

So there we have it — if you've got a few hundred grand to spare, buy 'em out. If not, grab a copy of the brilliant *Daffy Duck* instead — companies who produce software of this standard shouldn't be allowed to die!

ADVENTU MAKES A

Editorship of long-running adventure fanzine *Adventure Probe* has passed from Mandy 'Naff Taff' Rodrigues to Scouse adventure freak Barbara Gibb.

Founded in 1986, *Adventure Probe* quickly built a reputation as THE read for the more cerebral gamer. Written BY the readers FOR the readers, even Bash subscribed — he couldn't read it of course, but he enjoyed looking at the pictures (kiss my axe! — Bash). Unfortunately the recession took its toll, circulation fell, and due to circumstances beyond her control Mandy was unable to continue as editor.

'I've really enjoyed the last four years,' said Mandy of her editorship, 'and I'm delighted that it's carrying on. Barbara will do a fantastic job, and I'll certainly contribute material'.

The new-look Adventure Probe costs a mere £2.00, and can be obtained from: *52 Burford Rd, Liverpool L16 6AQ.* Make cheques payable to Adventure Probe.

ZZAP! 64 RATINGS EXPLAINED!

■ **Presentation: Everything apart from the game itself! Loading screen, multiload, title/intro/menu screens, game options etc.**

■ **Graphics: Everything you see on the screen during the game: the animated sprites, backdrops, screen scrolling etc.**

■ **Sound: Music (introduction and in-game) and sound FX — not just their technical quality but how suited they are to the game style/scenario and affect the overall atmosphere.**

■ **Hookability: How playable a game is for the first few goes. If it's 'easy to get into' it's likely to have a high Hookability score. A very Hookable game isn't necessarily one that'll last, though.**

■ **Lastability: How long will you be playing it? Does it offer a good long-term challenge? These factors determine Lastability. A Lastable game might have a low Hookability rating , if it's hard to get into at first but brilliant once you do.**

OVERALL STRIKE!

■ **Overall Strike: This is the average of the reviewers' individual overall ratings, but not necesssarily of the specific ratings (Graphics etc).**

■ **If the Overall Strike is 90 to 95%, the game receives a red-hot spanking Sizzler award!**

■ **If it's 96% or more, it wins the ultimate accolade that money cannot buy: the ZZAP! Gold Medal! This means that the game is really cookin'!**

■ **If a budget rerelease scores 90% or over, it earns a Silver Medal, showing that it's as good as a Sizzler and value for money too!**

SEEDY RELEASES

Philips think they're on a winning streak with the latest releases for their ground-breaking CDi (CD-interactive) computer. Frankly, we at ZZAP! doubt it very much — with the capability of full-motion video, the CDi system has terrific potential as a games media, but it's scarcely touched by the new titles.

Caesar's World Of Gambling promises to 'bring the highlights of Las Vegas into your living room...': play Poker, Blackjack, Roulette, Craps, etc and never lose a penny. Great in theory, but where's the satisfaction in making vast amounts of dosh you'll never spend? *Backgammon*, on the other hand, is... well it's backgammon! Play against a variety of computer opponents, or pit your wits against your mate with the CPU acting as referee. Nice idea, but it hardly pushes the CDi technology to its limits.

Caesar's clocks in at £19.95, while *Backgammon* will set you back a wallet-busting £24.95. Aren't you glad you own a C64?

RE PROBE MOVE



CARTED AWAY

If we had a pound for every letter asking when Ocean's *Battle Command* will appear on cart, we'd have enough to feed Phil for a week! Apparently Ocean had a few difficulties getting it onto cartridge, but at long last it's here!

Ocean's other cartridge titles include *RoboCop 2* & *3*, *SCI (Chase HQ 2)*, *Navy SEALs*, *Shadow Of The Beast* and *Toki*. All retail at a very reasonable £14.99, and feature instant loading and improved graphics. This latest addition to the range also looks likely to supply a Command performance!

ELSPA CHARTS PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

SHEER CHART ATTACK!

Well whadayaknow, it's charts time! Unlike other mags, OUR charts are informative — after each entry there's a fraction thingie that tells you when the game was reviewed and what it scored. Thus 88/99% would be a blinding game reviewed last ish.

FULL-PRICE TOP 20

1. (1) James Pond 2 — Codename RoboCod (Millennium) 87/87%
2. (2) Creatures 2 — Torture Trouble (Thalamus) 81/97%
3. (6) Dizzy's Excellent Adventures (CodeMasters) 80/-
4. (3) Space Crusade (Gremlin) 84/93%
5. (7) WWF Wrestlemania (Ocean) 79/90%
6. (–) Mega Sports (US Gold) N/R
7. (8) The Addams Family (Ocean) 86/57%
8. (–) Dizzy Collection (CodeMasters) N/R
9. (–) Cartoon Collection (CodeMasters) 80/–
10. (–) Manchester United Europe (Krisalis) 76/77%
11. (–) Soccer Stars (Empire) 80/-
12. (4) European Football Champ (Domark) 87/45%
13. (5) The Simpsons (Ocean) 80/85%
14. (–) Board Genius (Beau Jolly) N/R
15. (–) The Lineker Collection (Kixx) 86/60%
16. (–) Colossus Chess (CDS) N/R
17. (–) Dragon Breed (Activision) 69/79%
18. (–) Winter Camp (Thalamus) 81/93%
19. (–) Capcom Collection (US Gold) 79/–
20. (–) Pit-Fighter (Domark) 79/56%

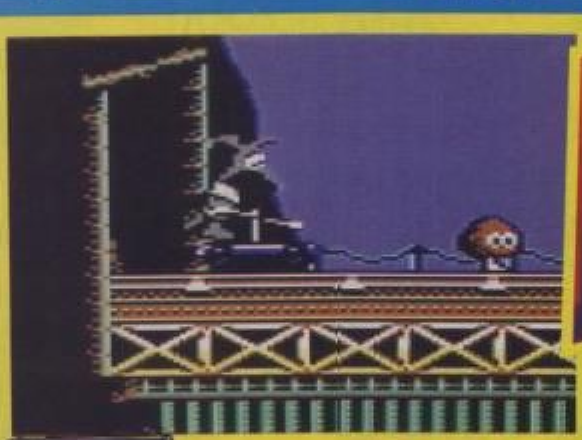
BUDGET TOP 20

1. (2) Arnie (Zeppelin) 85/83%
2. (1) Rainbow Islands (The Hit Squad) 81/96%
3. (3) Golden Axe (Tronix) 67/96%
4. (–) Dizzy Down The Rapids (CodeMasters) 85/82%
5. (–) Olympiad Collection (MicroValue) 87/73%
6. (–) Go For Gold (Kixx) N/R
7. (9) Ivan 'Iron Man' Stewart's Super Off-Road Racer (Tronix) 85/93%
8. (–) Championship 3D Snooker (Zeppelin) 82/87%
9. (–) Bubble Dizzy (CodeMasters) 81/82%
10. (4) Italia '90 (Tronix) 82/37%
11. (5) Graeme Souness Soccer Manager (Zeppelin) N/R
12. (–) DJ Puff (CodeMasters) 86/72%
13. (6) F16 Combat Pilot (Action 16) 63/76%
14. (–) International 3D Tennis (GBH) 84/90%
15. (–) New Zealand Story (The Hit Squad) 76/90%
16. (–) Test Master (E&J) N/R
17. (–) Shoot 'Em Up Construction Kit (GBH) 84/92%
18. (–) RoboCop (The Hit Squad) 80/77%
19. (–) Magicland Dizzy (CodeMasters) 69/83%
20. (–) Ultimate Golf (GBH Gold) 81/79%

READERS' CHART

1. (1) MicroProse Soccer (Kixx) 85/97%
2. (3) Creatures 2 (Thalamus) 81/97%
3. (–) Space Crusade (Gremlin) 84/93%
4. (3) Creatures (Kixx) 88/96%
5. (–) James Pond 2 — Codename RoboCod (Millennium) 87/87%

Nobby T



● Thalamus Europe, £11.99 cassette, £15.99 disk

He's got a long snout, he's weird and he's an animal... For once, PHIL 'I Haven't Got A Big Nose, Have I Mum?' KING hopes the game doesn't live up to its 'nobby' name!

Aardvarks aren't nomally known for their daring and couragı. They usually just crawl around, suckng up ants for breakfast, dinner and tea. llobby also does this from time to time, but rathe than eat them, he spits 'em out at the enemies encountered on his quest in search of the legeidary land of Antopia, where the streets are paved with, erm, ants.

On the first multidirectioally scrolling level, Nobby leaps athletically (wall, for an aardvark) around the numerous platfirms. If he runs out of ants to spit, he can suck u some more at any of the strategically placed nt hills.

The level culminates wit Nobby pushing up and down on a manual raiiar, and finally ending up in a hot-air balloon. Thi is the mode of transport used throughouthe next level. Going up is no longer a problem,ɔut the sharp spikes and birds are, bursting theɔalloon and sending it flying off the screen!

In deep watɐr

Ironically, the route to the iird level is supplied by a bird piercing the ballcn and Nobby falling into deep water. This is thisetting for a two-section underwater extravganza. The multi-talented Nobby is a fine svmmer, which is just as well as he must dive dep down to reach a submarine before his air rıs out.

Once in the sub, viciousish and unfriendly divers must be avoided orunk with torpedoes. The scenery in this sectiois spectacular: you even pass over the wreckd Titanic, accurately portrayed with its broken furth funnel!

The sub takes him to thlost city of Atlantis, a platform-filled level inhabid by lots of angry Atlanteans, some in laserring walkers. It plays much like the first level, b with vastly different scenery and baddies.

The fifth, Martian SpaceStation level is a similar platform romp, withe Martians popping out of craters to attack.



● Glug glug... Nobby Cousteau az to reach ze sub before he reuns oeut oeuf oeur (abeuve)! The men from Atantis are far more dangerous than Patrick Duffy as they fire lasers from their mechanical walkers (below).

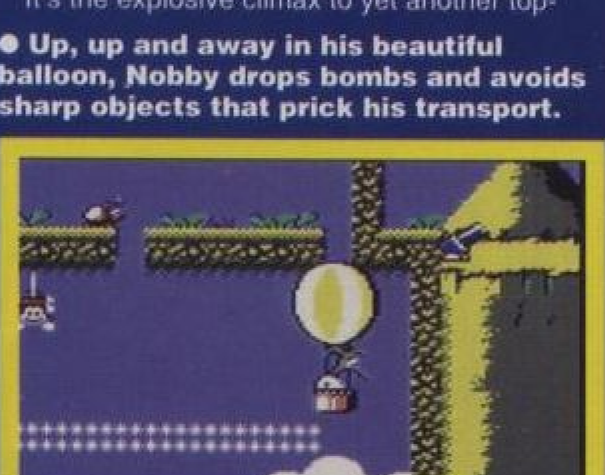
A-maze-ing escape

This leads to the Space Station Labyrinth and change to a bird's-eye perspective. Mapping is essential as this maze is a real whopper with loads of blind alleys to explore before you find the way out. Frustration is caused by the baddies which suddenly appear to chuck bombs that explode in four directions.

Finally, the trickiest level of them all has Nobby exploring an abandoned ore refinery. This entails zooming along a track in an old railcar, Indiana Aardvark style, ducking to avoid bats and dynamiting gigantic rolling boulders.

It's the explosive climax to yet another top-

● Up, up and away in his beautiful balloon, Nobby drops bombs and avoids sharp objects that prick his transport.





The Aardvark





● **Nobby takes a luxury cruise past the Titanic in his sub (above). Back on dry land, he gets lost in the labyrinth and catches a bomb (below).**





notch game from Thalamus. Mind you, that's not surprising with their excellent track record, and that of programmers Genesis (*New Zealand Story, Spike In Transylvania, CJ's Elephant Antics*) — in fact, I reckon this is their best game yet.

The first level is a great start, but the second ballooning stage gives some idea of the tremendous gameplay variety that's to follow. So many games these days just take one idea and repeat it over and over again in the following levels. Not so *Nobby* — each level is a new experience, with the ant-sucking hero using virtually every form of transport going. Who said variety's dead?

Not only is every level superbly presented, with some excellent cartoon sprites and its own superb soundtrack, but they're all packed with playability. Furthermore, this isn't a game you'll whizz through in a handful of goes. It starts 'aard' and it gets 'aarder'. But, apart from the labyrinth level, it's never frustrating, and there are always new surprises to see as you progress further.

Without doubt, *Nobby* is one of the best games of the year, even ranking right up there with *Creatures 2*. If you miss it, you really must be a sucker!

Phil! 96%

Ian!

● What a scorcher! *Nobby The Aardvark* offers nothing new, but it's so well executed... if you only buy one game this month, buy this one. If you buy two, buy it twice!

A multi-level, multi-generic extravaganza, *Nobby* features some of the most varied game styles ever seen. It's also a multiload, but with this much depth I suppose it has to be. Best of all, the different game styles fit together like Phil and his outsize chip butties! I HATE it when all you get is a handful of dodgy sub-games with only token attempts at tying them together (film licensees take note), but *Nobby* actually 'feels' like a complete game.

Great graphics, sizzling sound and vast variety make *Nobby The Aardvark* a bargain buy. So er... buy it!

95%

Corky!

● This is what they want (to quote Chris Tarrant), a game with excellent graphics and a rib-tickling sense of humour. *Nobby The Aardvark*'s the latest in a long line of platform puzzlers, and I'm pleased to say it's totally brill. But that's no surprise when Genesis Software are responsible. Their track record to date is flawless, and this game's another feather in their metaphorical hat. The main character's brilliant, a scruffy looking aardvark's the last creature you'd expect to be the hero of a game.

Some of the situations Nobby finds himself in are hilarious, in a hot-air balloon, racing along on a railcar and even piloting a submarine. The evil creatures are so cute, you feel genuinely sorry as you blow their little brains out.

It's funny, it's fun, and even when you've sucked up loads of ants you'll still be itching for more!

96%

TEST YOUR STRENGTH!

ZZAP!'s DING DONG-O-METER

FREEZING! TINGLING! RINGING! SIZZLING!

PRESENTATION
Unavoidable multiload, title screen, high scores
78%

GRAPHICS
Nobby's a great lad, varied backdrops are excellent
93%

SOUND
A different, top-notch tune for each level
96%

HOOKABILITY
The first two levels of the game are a great taster
95%

LASTABILITY
Tremendous variety and no lack of challenge
97%

OVERALL STRIKE! 96%

WE THROW THE BOOK AT YOU!

ZZAP! COMP

Win 'Your TV2' from Philips!

Fed up with the 'who's going to watch what on TV' arguments? Are you forced to suffer endless episodes of *Eldorado* when you'd rather be playing *Creatures*? And are your Fuzzys **really** *fuzzy 'cos your goggle-box doesn't have a SCART socket?*

If the answer to all these questions is a resounding **YES**, you're a perfect candidate to win the superb Philips 'Your TV2' that's up for grabs. Due to the unusual design, this television set has been dubbed 'The Book'. Mainly because some joker... I mean intelligent individual at Philips, decided the casing looked like a half-open book.

Despite the dubious nickname, The Book contains a host of very useful features. A swivel base and adjustable viewing angle make sure the viewer is in the most comfy position (no more 90-degree neck craning). There's also an in-built carrying handle, so your little brother/sister won't drop it when he/she uses the Book as an imaginary accordion.

Cleaning is facilitated by a removable front mask, and a handy cleaning/anti-static kit is supplied by Philips. But the features don't stop with the purely aesthetic; many of them are very advanced (ie you need a degree in quantum physics to understand the technical specifications).

There's a dark glass screen for improved contrast, 40 pre-selections, two watts of music power, On—screen Status Display (OSD), and a full-function remote-control handset. The TV also features a SCART socket, so you can plug in loadsa peripherals like video recorders, computers and laser-disk players. As you know (we're always banging on about this, but we'll mention it again!), using a SCART connector instead of the usual aerial lead makes your games appear sharper, brighter, and, as a result of the enhanced sprite definition, a damn sight easier to play!

For those of you fond of watching TV in bed, a sleep timer for up to 90 minutes is provided, and the Book switches itself off automatically after ten minutes if it isn't receiving a transmitter signal.

Sounds good, eh? It'll look good, too, when one lucky reader opens a surprise package to discover they've won the beggar! Priced at £250 in the shops, to be in with the chance of grabbing a free one just answer the following three questions. You'll find the answers somewhere in the text...

1. **What does OSD stand for?**
2. **How long does the automatic switch-off timer wait after the transmitter signal stops?**
3. **How many pre-selections are there?**

Scribble your answers on the back of a postcard, and send it to the following address: *I WANT TO BE ON TV COMP, ZZAP! Towers, Ludlow, Shropshire SY8 1JW. The closing date is 14 November 1992. Any entries received after that will be derisively laughed at by the ZZAP! team and lobbed in the bin.*

GIVE 'EM A RING!

For information about *any* Philips products, or just to find your nearest TV 2 stockists, just give Philips Consumer Enquiries a call on: 081 665 6350. Er, sorry, but we don't have the young rubber-clad lasses number...



TAKE A JOY

PHIL 'BOY RACER' KING only usually drives Metros and sheep, but for once he puts his foot down in every C64 racing game ever built...

LOOKING AHEAD
A grid full of 3-D racers!

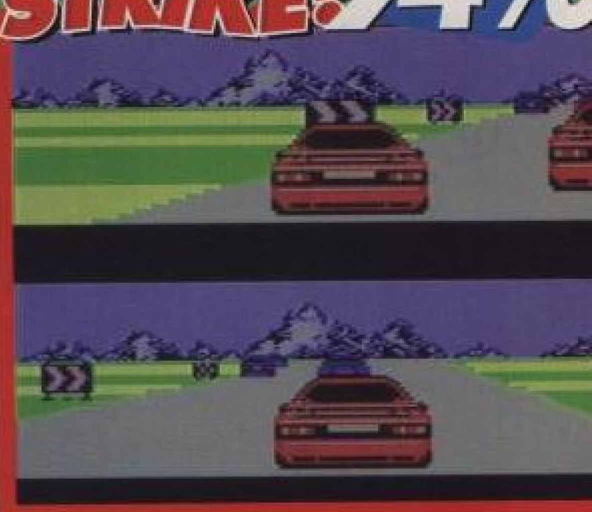
LOTUS ESPRIT TURBO CHALLENGE
Gremlin, GBH

This superlative conversion of the now-legendary Amiga game retains all the high-speed thrills with superfast 3-D, complete with hills and up to six other cars on screen.

If solo games are fun, two-player ones are incredible. The split-screen view enables such dubious tactics as slamming on the brakes in front of your opponent to bump him to a halt. Both drivers push each other to the limit, weaving around computer cars, scraping corner kerbs and even gambling on shorter refuelling stops in the pits.

A fascinating twist is that one of the players must finish in the top ten, so both qualify for the next circuit. Three skill levels comprise a total of 32 tracks, the harder ones strewn with rocks, boulders, slippery oil and water pools. Long-term challenge is provided by a World Championship.

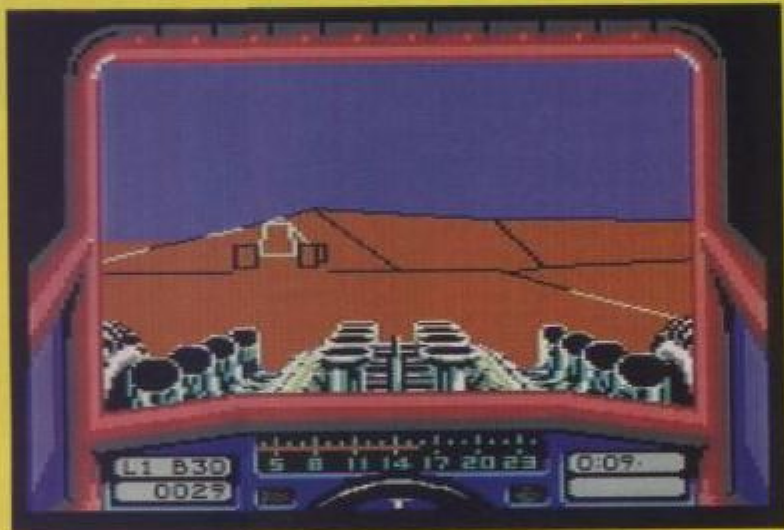
OVERALL STRIKE! 94%

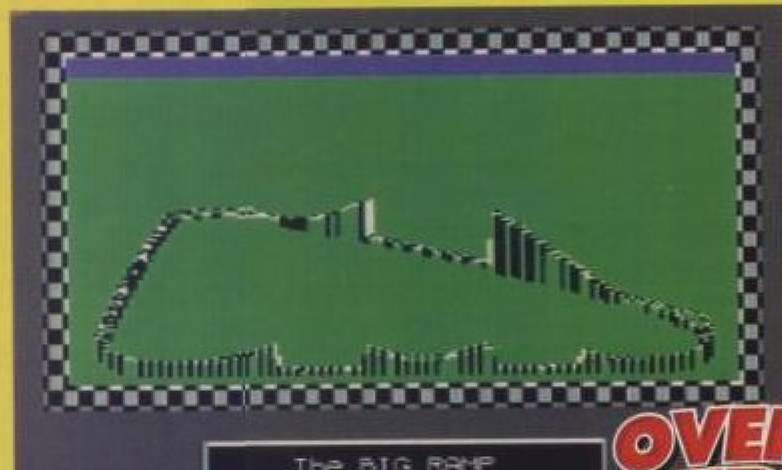




STUNT CAR RACER
MicroStyle, The Hit Squad







Definitely not a standard race game, this Geoff Crammond masterpiece proves you *can* do fast 3-D on the 64. The graphics are stunning, with the undulating tracks giving a convincing rollercoaster thrill. Your souped-up car can do 0–60 mph in two seconds, and it feels like it!

Most spectacular are the huge jumps — especially on the track called The Big Ramp, where you need maximum speed to make it over. Falling into a gap or over the side is easily done, causing severe damage to your car and loss of valuable time as you race a computer opponent.

A drivers championship adds long-term challenge. There are four divisions of three drivers: win and you're promoted for the next season. The award of a point for the fastest lap during each race makes you keep your foot down.

Stunt Car Racer is compulsive, superbly presented (with practice and save options) and perfectly implemented.

OVERALL STRIKE! 96%

POWER DRIFT
Activision, The hit Squad

More of an arcade experience than an authentic racer, *Power Drift* is hellishly playable. Chris Butler's conversion of the Sega coin-op is a major technical achievement. The



RIDE!

TURBO OUT RUN
US Gold, Kixx



A duel between a Ferrari F40 and Porsche 959 is a thrilling prospect, and this top-notch coin-op conversion doesn't disappoint. The perspective is a little odd, featuring a moving 'vanishing point', but the 3-D is smooth and fast.

It certainly retains the feel of the Sega arcade machine. This extends to the snazzy presentation, like the mechanics working on your car, the girlie switching cars, and the rock band playing. The unfortunate consequence on the tape version is a truly hefty multiload.

Nevertheless, the racing action is compulsive, if ultimately repetitive. You really need to put your foot down to reach the checkpoints in time, swerving around other vehicles and obstacles such as logs, oil and barricades. Using the limited turbo power efficiently adds a tactical angle — as does the ability to upgrade your car.

OVERALL STRIKE! 85%

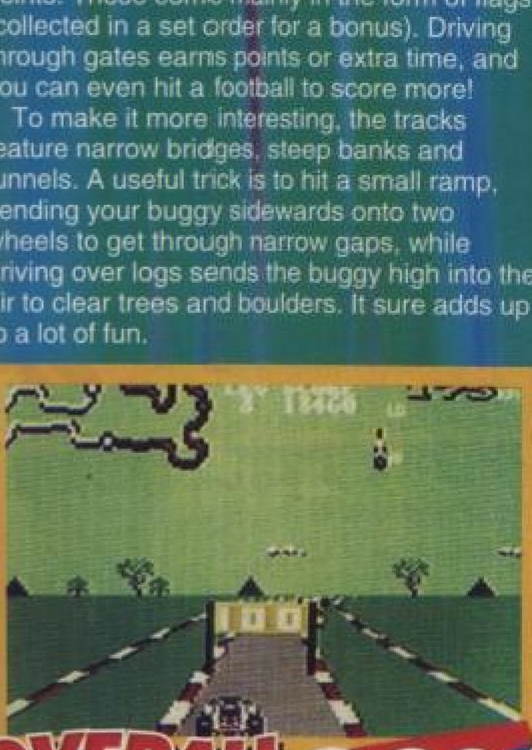


BUGGY BOY
Elite, Encore

This incredibly compulsive coin-op conversion has you racing round five separate tracks: complete one and the game ends — all you get is a high score.

Thus, as well as getting round within the time limit, there's a strong incentive to collect bonus points. These come mainly in the form of flags (collected in a set order for a bonus). Driving through gates earns points or extra time, and you can even hit a football to score more!

To make it more interesting, the tracks feature narrow bridges, steep banks and tunnels. A useful trick is to hit a small ramp, sending your buggy sidewards onto two wheels to get through narrow gaps, while driving over logs sends the buggy high into the air to clear trees and boulders. It sure adds up to a lot of fun.



OVERALL STRIKE! 90%

PITSTOP II
CBS, Kixx

Remember good ol' Stu, ex-Ed of ZZAP!? Well, this was his all-time fave game. It's a classic head-to-head, two-player racer with a split-screen view.

Although you *can* compete solo, 'life can be terribly tame, if you don't play the game with two.' Like *Lotus*, this is where the game comes into its own with both drivers pushing each other to the limit.

The main hazard is tyre wear, indicated by the changing colour of a strip on each wheel. Damage is worsened by collisions with other cars and the side of the road. If it gets too much, the tyre explodes and you spin off, out of the race. This fact results in some really aggressive driving as the players try to bump into each other's most vulnerable tyre!

It's all slightly ironic as my Metro suffered from badly worn tyres due to wrongly aligned steering tracking, resulting from a speedy encounter with the kerb while Stu was a petrified passenger!

OVERALL STRIKE! 86%



FERRARI FORMULA ONE
Electronic Arts

In this highly sophisticated simulation of Formula One, you can adjust every aspect of your car's set-up. Aerodynamics are tested in the wind tunnel; engine, turbocharger, etc, monitored in the dyno room. You even have your own test track, Fiorano, with split times given from 45 sensors.

Each of 16 Grand Prix races is totally authentic with the proper number of warm-up and qualifying sessions (race length can be altered up to the maximum 200 miles!). Every circuit has a paddock area with icons for race control, garage (to install a new engine) and pits (change tyres, alter settings).

The race action is the least impressive aspect with fairly sluggish

undulating road movement is incredibly smooth with huge (and detailed) side graphics whizzing past at an alarming rate.

It's not exactly realistic — nor is the simple control of your car — but a real rollercoaster ride as you roar round bends and jump up ramps. Your 4x4 looks great, the driver even giving the notorious 'finger salute' upon passing one of eleven computer cars!

A total of 25 terrifically tortuous tracks, all contained in a single load, ensures a strong challenge to prolong the instant compulsion.

OVERALL STRIKE! 87%

REVS
Firebird

Geoff Crammond's commendable attempt at super-authentic driving features an accurately low cockpit view. This enhances the feeling of being there, along with the difficulty of controlling your Formula 3 car. It takes a lot of practice to corner without skidding. Indeed, some may find control too fiddly.

In the original game, it's via keys alone or with an *analogue* joystick or paddle. The upgraded *Revs Plus* allows the use of a standard digital joystick, plus computer-aided steering.

Racing takes place on six real-life circuits. As it's difficult just to get round the track, overtaking computer cars requires Mansell-standard driving skills. Get good at this and you might follow in his footsteps!

OVERALL STRIKE! 82%



3-D (though the other cars look nice) and a buzzing engine noise. Nevertheless, the car handles fairly realistically and efficient cornering takes a while to master.

If you're looking for an arcade driving game this definitely isn't it. Only true motor-racing fans will appreciate its detail.

OVERALL STRIKE! 81%

THE DUEL: TEST DRIVE 2

Accolade

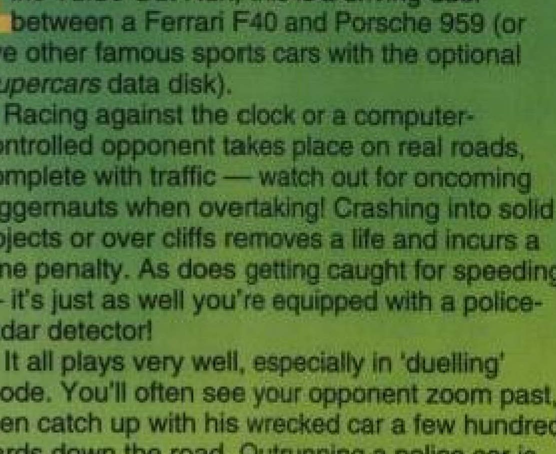
Like *Turbo Out Run*, this is a driving duel between a Ferrari F40 and Porsche 959 (or five other famous sports cars with the optional *Supercars* data disk).

Racing against the clock or a computer-controlled opponent takes place on real roads, complete with traffic — watch out for oncoming juggernauts when overtaking! Crashing into solid objects or over cliffs removes a life and incurs a time penalty. As does getting caught for speeding — it's just as well you're equipped with a police-radar detector!

It all plays very well, especially in 'duelling' mode. You'll often see your opponent zoom past, then catch up with his wrecked car a few hundred yards down the road. Outrunning a police car is even more fun!

Graphics are effective with some well-drawn cars, but a bland colour scheme. A bigger problem is the way oncoming vehicles appear very suddenly, giving little chance of evasion. Otherwise it's playable stuff, and a thrill driving those supercars.

OVERALL STRIKE! 75%



GRAND PRIX CIRCUIT

Accolade

This is nowhere near as sophisticated as *Ferrari Formula One*, but features more exciting racing and a low cockpit view from any of three Formula One cars: Williams, Ferrari and McLaren.

Once again, the engine sound is of the buzzing variety — otherwise the action is realistic with smooth 3-D and well-drawn cars. The Driving Championship takes place over eight international tracks.

You can also compete in a single race or use the practice mode to get to grips with the car, though it handles fairly easily anyway. In fact, it uses the same steering system as the *Test Drive* games, with a little blue dot on the steering wheel indicating (and enabling) subtle drifting to either side.

As with *Turbo Out Run*, the main problem on the tape version is a Grand Prix-length multiload.

OVERALL STRIKE! 74%





SUPER MONACO GP

US Gold, Kixx

I reckon Ian was a tad harsh on this one last ish. It's not brilliant, but still a reasonable and playable conversion of the coin-op. The presentation is certainly slick — I especially like the bikini-girl loading screen! A neat multiload loads all four tracks in one, once you've selected your transmission (Automatic, 4-Gear or 7-Gear).

A qualifying lap determines your position on the starting grid. Races are highly competitive: you must pass enough cars to reach the ever-decreasing qualifying position limit. However, watch your rear mirror (nice graphic) for other drivers — defensive weaving is needed to stop them passing.

As Ian noted, the high viewpoint is unrealistic, but the 3-D is fast — not surprising as it was developed from the same source code as *Turbo Out Run*. The main fault, though, is the lack of challenge, and the long periods with little to do.

OVERALL STRIKE! 72%

CONTINENTAL CIRCUS

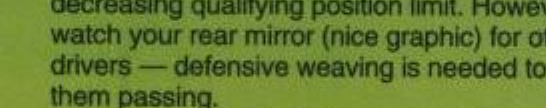
Virgin, Mastertronic Plus

As long as you're not expecting a perfect conversion of the stereoscopic 3-D coin-op, this ain't a bad little motor, John.

As in *Super Monaco*, you have to pass enough cars to achieve the qualifying rank. There are also checkpoints which must be reached in time. Smashing into another car results in smoke pouring from your engine — wait too long before visiting the pits and it explodes.

As an arcade game it plays fairly well, though it's a bit on the easy side. Realism is lacking, as there's no need to slow down at all to get round most corners. So it's full throttle all the way in a simple but enjoyable driving game.

OVERALL STRIKE! 70%



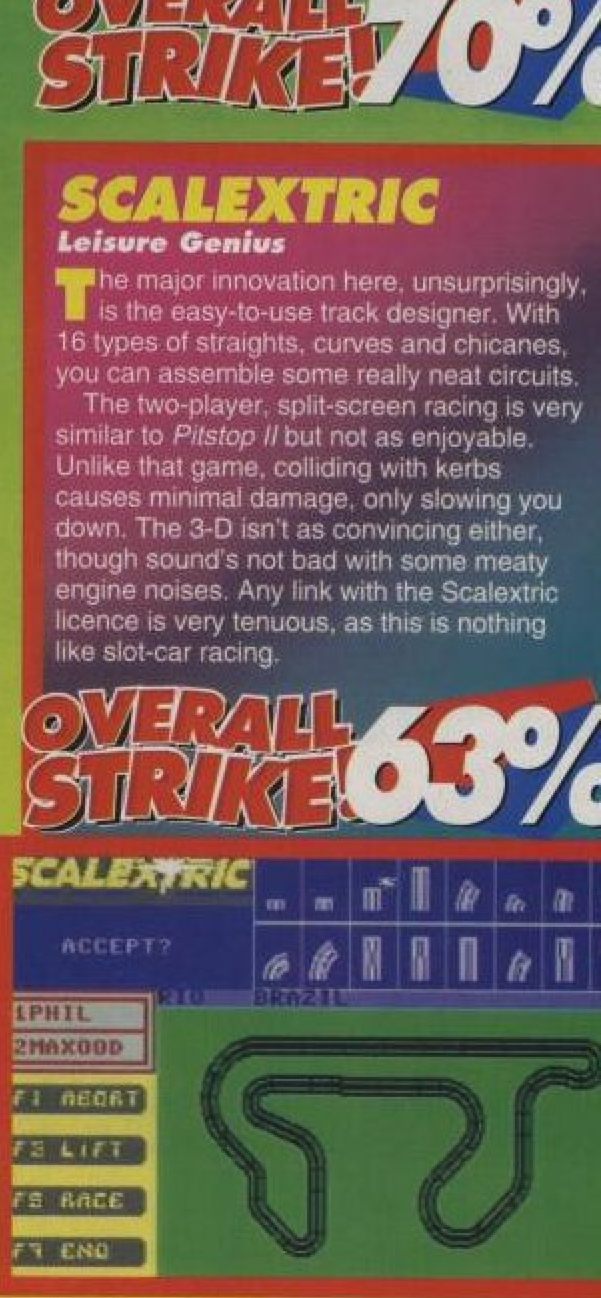
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Leisure Genius

The major innovation here, unsurprisingly, is the easy-to-use track designer. With 16 types of straights, curves and chicanes, you can assemble some really neat circuits.

The two-player, split-screen racing is very similar to *Pitstop II* but not as enjoyable. Unlike that game, colliding with kerbs causes minimal damage, only slowing you down. The 3-D isn't as convincing either, though sound's not bad with some meaty engine noises. Any link with the Scalextric licence is very tenuous, as this is nothing like slot-car racing.

OVERALL STRIKE! 63%



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SUPERTRUX
Elite, Encore

A race across Europe, *Supertrux*'s most obvious novelty is the use of huge truck cabs, whose handling is realistically sluggish. I don't know if that was intentional, but it doesn't help the crude gameplay any. It's just a case of dodge the other trucks and obstacles as you journey from city to city. Choosing your route using the road junctions doesn't make it any better.

OVERALL STRIKE! 55%

POLE POSITION
US Gold

Ah, those were the days... and this was the best C64 racer around when the first ever issue of ZZAP! hit the streets. Nowadays it can't compete. The 3-D's passable but the perspective is weird and the cars blocky. It's a reasonable conversion of the ancient Atari coin-op, and so is limited to an optional number of laps around the single track. May be of interest to nostalgics.

OVERALL STRIKE! 53%

DAYS OF THUNDER
Mindscape

This licence of the Tom Cruise (Corky lookalike!??) film is a straight conversion of the Nintendo game. As such it's fairly playable, in a crude sort of way. The Stock Car Championship racing takes place on oval tracks and thus soon gets repetitive. The only tactical aspect is the choice when to make pit stops for repairs and refuelling.

Matters aren't helped by a bland colour scheme and poorly defined cars — including yours, which is viewed from behind. Worse still, the computer cars' only strategy is to head straight for you, trying to knock you off the track. Frustrating.

OVERALL STRIKE! 50%



THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE
Activision

This *Cannonball Run*-style race across America has you competing against ten computer drivers. As it all takes place on real roads, hazards include police speed traps (detected by your radar), plus changing weather (snow, rain, fog), fuel consumption and a tight time limit.

The game's really showing its age (seven years!) with a crude 3-D effect by modern standards. The action is similarly simplistic, though it does include gear changing — a novelty at the time!

OVERALL STRIKE! 48%

OUT RUN
US Gold, Kixx

Nowt like the legendary coin-op, this disappointing conversion lacks any road junctions. To avoid a multiload it's divided into five separate routes instead.

Sadly the action can't make up for this omission. Your Ferrari handles badly, getting more sluggish when there's a lot on screen. Not that the graphics are anything special, with a crude horizon and blocky roadside objects. Worse still, it's too easy to complete the short stages, and interest soon runs out.

OVERALL STRIKE! 44%

TEST DRIVE
Electronic Arts

Nowhere near as polished as its successor, *Test Drive* features slow, jerky 3-D and a general lack of variety. All five sports cars available handle badly and are virtually indistinct in feel.

The cassette version is killed by a lengthy multiload — you have to reload just to change cars! Get the infinitely superior sequel instead.

OVERALL STRIKE! 40%

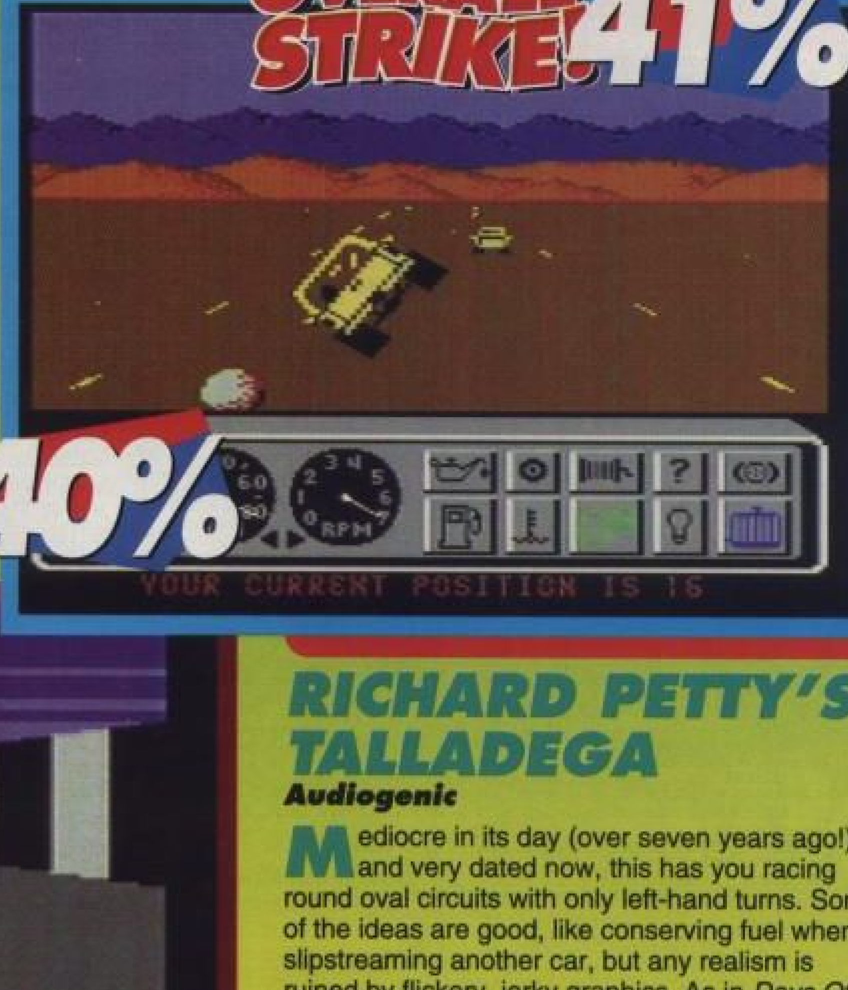
4X4 OFF-ROAD RACING
Epyx

The title sounds exciting, and this one gets off to a good start with the usual superlative Epyx presentation. Best of all is the custom shop, where you buy spare parts and tyres to suit whichever of the four courses (two desert, one muddy and one icy) is selected.

Engine parts are damaged during the rough racing, as you negotiate obstacles and even rivers. Stopping at checkpoints enables repairs and refuelling, but wastes precious time.

As in *Buggy Boy* you can go up onto two wheels and roll, but make no mistake, this is a poor imitation. You hardly ever see a rival racer, the 3-D's unconvincing and the courses all look much the same. About as much fun as being stuck in the mud.

OVERALL STRIKE! 41%



RICHARD PETTY'S TALLADEGA
Audiogenic

Mediocre in its day (over seven years ago!) and very dated now, this has you racing round oval circuits with only left-hand turns. Some of the ideas are good, like conserving fuel when slipstreaming another car, but any realism is ruined by flickery, jerky graphics. As in *Days Of Thunder*, overly aggressive opponents make for frustrating racing.

OVERALL STRIKE! 38%

FORMULA ONE SIMULATOR
Mastertronic

This cheap motor could well have been sold by Arthur Daley. It all looked dated at the time, and that was six years ago!

The simple 3-D is full of glitches, while the cars look like spaceships! Play is very simplistic and it's very easy to complete all eight courses. The only highlight is a good Rob Hubbard title tune.

OVERALL STRIKE! 32%

CISCO HEAT
Imageworks

A strange scenario, concerning a race between police cars, can't make this at all arresting (groan — Ed). The graphics are so blocky it's like racing in Legoland, and the 3-D update so slow you feel you're travelling backwards. About as hot as Antarctica.

OVERALL STRIKE! 24%

WEC LE MANS
Imagine, The Hit Squad

Nothing like the spin-around arcade machine, this chronic conversion suffers from jerky graphics and mind-numbingly boring action. Once again, the computer cars' only tactic is to home in on you as you try to reach checkpoints within the time limit. Flippin' awful.

OVERALL STRIKE! 18%

TOPFUEL CHALLENGE
US Gold

I've never understood the attraction of drag racing (apart from the spectacular crashes), and *Topfuel Challenge* hasn't changed my mind. There's a baffling amount of options to wade through, including those to customise your car, but the race section isn't worth the effort. The 3-D is pathetic, sound limited to feeble engine noises, and more often than not, your engine explodes from over-revving. What a drag.

OVERALL STRIKE! 12%

HARD DRIVIN'
Tengen/Domark, The Hit Squad

One of the worst C64 games of all time, it never even appeared on full price. It's an almost unrecognisable 'conversion' of the famous coin-op. An eye-straining blue and yellow colour scheme 'decorates' the 3-D which moves about as fast as Freescape. If this wasn't bad enough, the steering is incredibly oversensitive, and collision detection appalling. Pass the sick bag.

OVERALL STRIKE! 9%

EYES DOWN
Racing from a brd's-eye view!

RACING DESTRUCTION SET
Ariolasoft

One of the true C64 classics, *RDS* utilises a scrolling, isometric 3-D that works really well. Not only that, but it has a split-screen display to accommodate two-player racing.

Most impressive of all is the track designer. You can place all sorts of hills, curves and junctions, as all the available track pieces can be widened/narrowed and their height adjusted. There are even three road surfaces to choose from: pavement, ice and dirt. When complete, your custom track can be saved to tape/disk.

However, the disk version has 50 ready-made tracks to play, so you can get straight into the crazy racing. Options include setting the number of laps, difficulty level, gravity (any of the nine planets, plus some moons) and one of four backdrops.

There's a choice between 10 varied vehicles: cars, bikes, and even a lunar rover! All can be modified and their tyres changed to suit different surfaces.

Two types of racing are available: normal or destruction. The latter allows the competitors to carry such items as crushers, oil and landmines — additional armour is available to protect against these.

With either type of racing, two-player games are hectic fun. The cars hurtle round the tracks at stunning speeds — flying all over the place in low gravity! *RDS* is everything *Scalextric* should have been and more. The only fly in the ointment is the gargantuan multiload on the tape version.

OVERALL STRIKE! 94%



IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER
Virgin, Tronix

The name may be long-winded, but the game certainly ain't. This is *Super Sprint*, '90s style. With dirt tracks full of bumps, craters, ramps, and pools of water, it's a lot trickier — and a lot more fun.

One of the main attractions is the multi-player racing. Up to three human drivers can compete, one using the keys. All compete for cash to improve their vehicles in the pre-race shop. Items include extra acceleration, higher top speed, better shock absorbers, tyres and nitro-boosts. The latter can be used to great effect on the straights, enabling you to catch someone way in front.

What a magnificent conversion this is. It plays brilliantly, the presentation's superslick, and it's all packed into a single load!



OVERALL STRIKE! 93%



INDY HEAT
Storm

The sequel to *'Iron Man'*, this isn't as slickly programmed, but very playable. Racing takes place on 12 tracks ranging from a simple tri-oval to tortuous street circuits. Though the game has a multiload, this is avoided via an option to just use the two tracks currently in memory. Another neat option is the choice of rotational or directional controls.

The action is standard *Supersprint*-style fare, apart from the inclusion of colour-coded pits. As in *Lotus Esprit* there's a gambling element as you



decide how long to stay in the pits for refuelling. A quicker pit crew can be bought, along with car improvements, in the pre-race shop.

Despite its blatant lack of originality, *Indy Heat* is very compulsive, particularly with two players — shame it doesn't allow three.

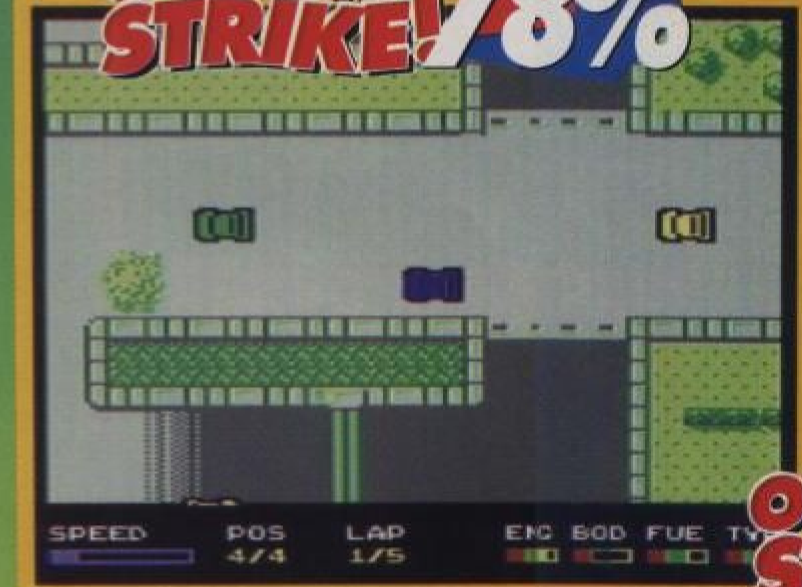
OVERALL STRIKE! 83%

SUPER CARS
Gremlin, GBH

I agree with Ian (for a change) in thinking this was originally slightly underrated. It's a shame there's no two-player mode, but the smooth-scrolling, overhead-view action is playable.

Overtaking is difficult enough to be enjoyable and the game benefits from the addition of dirty tactics. Side armour (to ram other cars) can be purchased in the pre-race shop, plus missiles, as well as the usual car improvements. Earn enough loot and you can even buy a new car.

OVERALL STRIKE! 78%



HOT ROD
Activision

Another overhead scroller, this features a fun two-player mode. No split screen here — instead, every time a car is left behind by the scroll, it loses fuel before reappearing further on down the track. Run out gas and it's game over. Extra fuel can be collected on the way, along with money to spend in the interlevel shop. New tyres, engines, bumpers and wings (not the flying kind!) are up for sale.

Though solo games ultimately become repetitive, due to largely unchanging gameplay, two-player contests are a good laugh.

OVERALL STRIKE! 73%

TURBO KART RACER
Players

Fed up with glamorous sports cars Well, the karts in this overhead scroller are nippy and fun to drive. It's a bit tricky at first, but you have the choice between rotational and directional controls.

A split-screen display permits two-player contests. In classic *Supersprint* style, wrenches can be collected to spend on add-ons after each race. Good fun.

OVERALL STRIKE! 71%

RALLY CROSS SIM
CodeMasters

Another scrolling circuit, and yet more simultaneous two-player racing. Realism includes drifting outwards when cornering at speed and the need to refuel. This, along with a tight time limit, makes things tricky. As usual, there's an opportunity to upgrade your car between races. Playable with some nice graphics.

OVERALL STRIKE! 70%

SUPERSPRINT
Electric Dreams, The Hit Squad

Okay, it looks primitive nowadays, but I still enjoy the odd bash on this old Atari coin-op conversion.

For those unfamiliar with it (what planet are you from?), four tiny cars zoom around single-screen tracks. Jumps and oil patches make things trickier, while wrenches are collected to spend on car improvements.

It still plays well with two players, despite horrendous bugs like the helicopter replacing your car in the wrong place, and the misjudging of finishing places.

OVERALL STRIKE! 64%

BADLANDS
Tengen/Domark

This variation on the *Supersprint* theme has the cars armoured, and armed. But instead of enhancing playability, I feel this diminishes it by spoiling the racing aspect — after passing a human opponent, you often find yourself on the end of a missile! That's if you can get past in the first place: overtaking is made difficult by the large size of the cars.

Despite these flaws, and the dull graphics, it plays okay in two-player mode. I reckon it was harshly dealt with (41%) in the original review.

OVERALL STRIKE! 60%

GRAND PRIX SIMULATOR
CodeMasters

No bugs here, but the graphics are flippin' awful — they make *Supersprint*'s look brilliant! As the cars are simple rectangles, it's often hard to tell which way they're facing. Which makes things even trickier when they slide all over the track. Nevertheless, there's some fun to be had in two-player mode.

OVERALL STRIKE! 52%

CHAMPIONSHIP SPRINT
Electric Dreams

Take *Supersprint*, add a track designer, take away the playability, and this is what you get. Not only is is played at a pathetically plodding pace, it has some even worse bugs than its predecessor. Flaws like being placed on top of a bridge when you were going under it are simply inexcusable. The shoddy atmosphere is completed by poor graphics and sound.

OVERALL STRIKE! 26%

SUPER STOCK CAR
Mastertronic Plus

The most amusing thing about this one is that the instructions are for a different game! The *fictional* one sounds good with a choice of cars, track designer and weapons. However, the *real* game is repetitive rot, with deadly dull scrolling tracks.

OVERALL STRIKE! 23%

LAST V8
MAD

A post-holocaust scenario has you driving the 'last V8', which you built in your nuclear shelter! While looking for other survivors, some more 'delayed' nukes go off, so you have to return to base immediately.

The odd, directional control method makes driving along the scrolling road very frustrating — especially as you have to go tremendously fast to beat a tight time limit. Even some reasonable graphics and a classy Rob Hubbard soundtrack can't stop this from bombing.

OVERALL STRIKE! 19%

STREET MACHINE
Software Invasion

This looked ancient enough on its debut five-and-a-half years ago. Abysmal graphics include jerky track scrolling and a pathetic backdrop. With no two-player option, the eight-car races are deadly dull, especially as they're run at a snail's pace. Things aren't improved by a 'damage' screen appearing when you crash: you have to move a cursor to highlight car components and reduce their damage within a time limit.

OVERALL STRIKE! 15%



Peep...



It's time for the gen on what's new, and hot, on the C64 scene (Phil King with a portion of chilli sauce and chips perhaps). MARK 'ROBO-REVIEWER' CASWELL eats his greens before bashing and blasting the bad guys.

POPEYE 3: WRESTLECRAZY

• Alternative

The pipe-smoking, spinach-guzzling sailor's back, and this time he has to save his home planet. Y'see, he's been kidnapped by a race of very unfriendly aliens calling themselves Kraggs, who want to take over the universe. To find out which planets and solar systems are ripe for conquest, the Kraggs hold wrestling contests. The unlucky losers find themselves without a planet — Popeye's task is to save the Earth.

If he wins four of the five bouts he saves his home soil; by becoming champion in all five bouts he prevents the solar system from being invaded. Each wrestling match is held in a different location (five opponents, five locations — simple eh?), and the five brutes up against you are tough as old boots. Every zone contains an intergaactic-championship-standard wrestling arera, consisting of a traditional square ring and a powerful forcefield shield (replacing the old-fashioned ropes).

Eye-poppin' armlocks

The usual wrestling 'rules' apply: kick the opponent when he's (a) down, or (b) when the ref's not looking (or both at the same time if possible). The contests are set over three rounds of three minutes. All that's needed for victory is a knockout or a fall — holding your opponent on the canvas for a count of three, when his energy level's low. If all's square at the end of round three, a fourth is in order.

During the match each competitor's energy bar slowly increases toward a maximum. But it's knocked swiftly down by a smack in the gob, a knee in the groin, a finger in the eye, etc.

Popeye can increase his energy at any time during the match *if* a can of spinach is in his possession. The spectators appreciate a good match, and show their approval by lobbing objects into the ring. Some of Popeye's pals are ringside, so spinach and other goodies are lobbed to him.



A scoreboard keeps track of the action, giving an up-to-date report on the condition of the competitors (including their health and energy) and displaying animated sequences throughout the fight. At the end of a contest the combatants are teleported away; if Popeye's the victor he wins the appreciation of the crowd. If he loses once, he's teleported without ceremony to the next fight. If he's beaten again it's goodbye Earth.

Popeye 3 will be opening its can of spinach in September, priced £3.99.

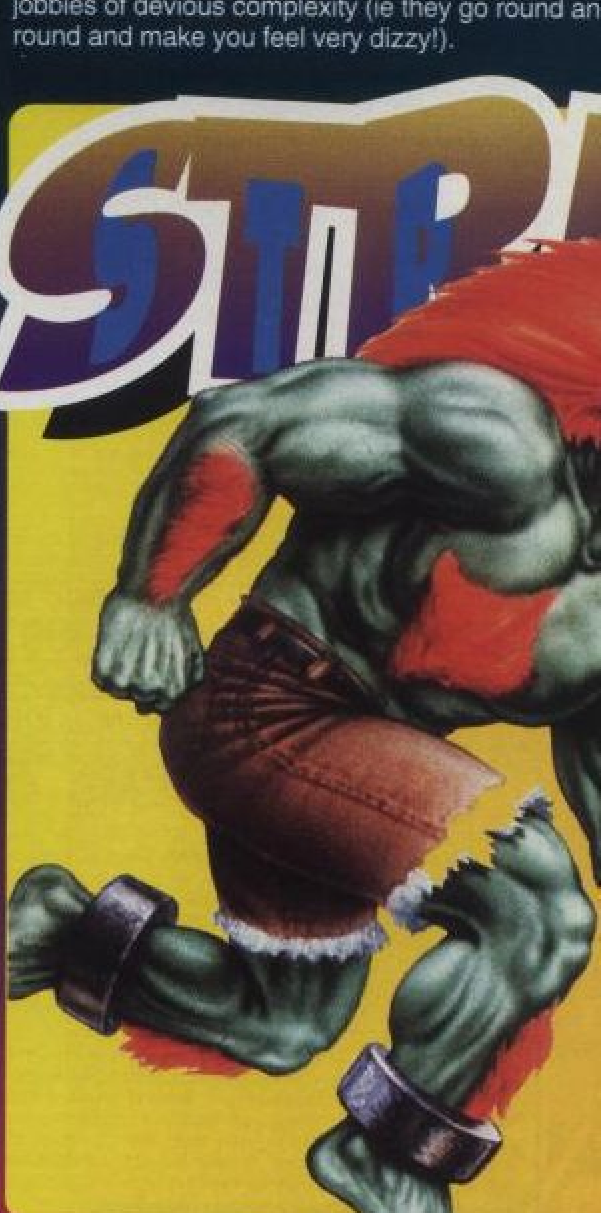
SERGEA... ROB...

• CodeMasters

Good Lord, those Codies people don't hang about. The printing ink's barely dry on the *Stuntman Seymour* review a couple of issues ago, and *Sergeant Seymour*'s already on its way.

After the success of his last flick, our spherical, spud-featured pal's back in another potential blockbuster. This time it's a cops-and-robbers movie, and Seymour is Robot-Cop... the roughest, toughest law-enforcement agent around.

Sergeant Seymour's set over five zones: City, Ice, Zone, Spook and Future (urghh! — Ed). Each comprises ten levels, one-screen maze jobbies of devious complexity (ie they go round an[d] round and make you feel very dizzy!).



...show!

...T SEYMOUR: ...T-COP

Come quietly or there will be... trouble

The game's viewed from above, with Seymour in full police gear. His job is to (a) uphold the law, (b) serve the public trust and (c) protect the innocent (in other words he blasts the crud out of the bad guys).

He's equipped with an extendible robot arm to collar the villains (this gives a new meaning to the phrase 'long arm of the law'). As Seymour says 'You're nicked sonny' to the tea leaves and flings them against the wall (aha, police brutality) (erm, allegedly — Ed), bonus power-ups appear. These include a cuff-gun, kill-o-zap, power pack, speed-ups and invincibility.

But the criminal fraternity are a sneaky bunch of so-and-sos. Along with the power-ups they also drop bombs. DON'T pick these up: if you do the rest of the force'll be collecting bits of Seymour's hide from the four corners of the maze.

There's also a randomly appearing bonus and a magic telephone. If Seymour answers the call, he reveals all the hidden power-ups. And any bit of help's welcome (as Ian Osborne said to his psychiatrist), so prepare to be dazzled when *Sergeant Seymour*'s released very soon.



...ET FIGHTER II



• US Gold

I remember playing the original *Street Fighter* game in the arcades. If I recall correctly it featured pressure pads that, depending on how hard you hit them, regulated the power of the character's punch.

Of course, your 64 doesn't have special pads, but otherwise *Street Fighter II*'s more of the butt-kicking same. You can beat up either a computer-controlled opponent or your best mate. There are eight international fighters to choose from: Ryu (Japan), Ken (USA), Honda (Japan), Blanka (South America), Guile (USA), Zangief (Russia), Chun Li (China) and Dhalsim (India).

Once your champions have been chosen, it's on with the game. In one-player mode the other seven characters become your enemies (one at a time!). Against a fellow human it's just the two of you to the death (or a couple of broken bones and multiple lacerations at least).



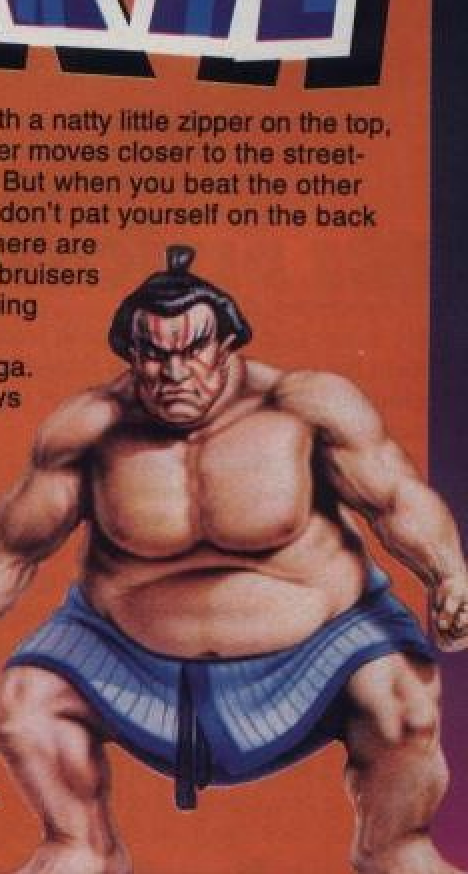
World beater

There are eight locations to visit to begin with, and the game begins with you and your opponent squaring off.

Depending on the character chosen, both of you have a range of lethal moves that deplete your rival's energy bar. Kicks and punches of varying strength, along with several devastating special moves are on offer. These include the delightfully named Hadoken, Shoryken and Tatsumaki Senpu Kyaku (affectionately known in the office as the 'hello Ken', the 'how are you Ken' and a number 54 with fried rice, please). All it takes is a few well-placed kicks in a tender spot or two, and the opposition's flat on their backs.

Three bouts make up each fight, and it's a case of every man (and woman) for themselves in the ensuing ruck. The loser goes home in a black bag with a natty little zipper on the top, while the winner moves closer to the street-fighter crown. But when you beat the other seven dudes, don't pat yourself on the back too quickly. There are four more big bruisers to beat, including the current champion, Vega. Ann **these** guys make the previous fighters look like wimps!

Find out if you can beat the best when *Street Fighter II* hits the streets this autumn.



it's Corky!



Hello, good evening and welcome to the latest instalment of my tips section (ha, ha, it's mine, all mine). My thanks go to all you wonderful readers who've sent in so many missives since I had a whinge. Poor old Postman Pat has had a trying time lugging his sack to the top of ZZAP! Towers each day, *and* I've worn out three letter-openers while sorting through the assorted mail. Thanks also go to those who sent in *Creatures 2* solutions, but please don't send in any more 'coz, as you can see, I'm already in the process of printing one. Also this month I have, among other things, more tips for *Space Crusade*, the second part of the *Creatures 2* solution and the *Blues Brothers* stuff I promised. What are you waiting for?

THE BLUES BROTHERS

Titus

The solution to this blues-busting game's a bit late, but as the saying goes, 'it's better late than never'. Michael Tweedale from Swansea's the sender of these most excellent tips, Because of space limitations this month we can only print the first three levels, the last three'll be here next issue.

Level One

Position In Town — Bottom Right.
Item To Look For — Guitar.

From the start: go right, get the first crate, right, throw crate at cop, go back for the second crate, right, kill granny in trolley, go back for the last crate, go right and kill the second granny, go into the shop near her, get all the records, exit and go left, grab the crate, go right, throw crate at the cop by the stairs, avoid the '?' and ascend the steps, get the crate, go left and kill the granny, wait till the thug guarding the steps is to the left, climb the stairs, get the records, when the thug is to the right, go down the left-hand side.

From there crawl left, enter the shop, get guitar (and no playing 'Stairway to Heaven' either), go out and crawl along, as soon as the cop fires at you, jump onto the steps. Grab a balloon, and as you float up grab the records and '?', when the balloon bursts at the top pull left on the joystick, get a crate, left, kill cop, left, up ladder, jump on the thug when he appears and collect all the records, go back down ladder, go right and fall off the platform, from the second step down jump right, go up lift, right, up steps, enter swimming pool, swim right.

Get out, jump to avoid the '?', leap into the second pool and swim right, get out and grab crate, go down onto the conveyor belts, go on the first three, but on the third, move left onto the platform, go left to the end, jump off and get heart and records, go right, kill the thug on the opposite platform, left, get crate, right, kill cop, left, get crate, right, up lift, left, up lift, move slightly to the right, kill cop, down lift, right, down lift, left, get crate, right, up lift, left, up lift.

Keep going up the lifts until you reach the top, kill cop, go down lifts till you reach the two crates, get one and go back up to the top, right, kill thug, left, go back for the other crate, up to the top, right, kill the second thug, go left till you come to the scaffolding, go to the right-hand side of it and jump up, go up, left, get umbrella, up, up, up right, up, avoid the brown birds and their droppings, go right, jump onto first cloud, keep jumping clouds avoiding any birds that come your way, at the end jump down and grab all the records, finally get the red flag that moves you to Level Two.

Level Two

Position In Town — Top left.
Item To Look For — Microphone.

From the start go right, duck the gunman's bullets and climb on the large boxes, get the records, jump right, ascend the ladder, at the top jump left and get the records, go to the right-hand edge and jump right, head right to the edge, jump right onto the large boxes, when the gunman stops firing go right, and then onto the next large boxes, get the records and go to the edge, jump right, get the records, go right onto the next step, left, get the records.

Go right, up right, right, up right, get '?', right, ge[t] records, up right, up right, up left, get records, up right, get records, up pipe, right, get crate, Go left, kill workman, right, get crate, right, down ladder, kill workman, right, get crate, kill gunman, get records, left, up ladder, left, kill workman, right, ge[t] crate, left, kill workman, left, up first ladder, right, get records, at the edge jump right to avoid the spikes, dodge the '?' and go to the edge, jump right, dodge the '?', go right and stand on the edge, jump right, right, up ladder.

Jump right, get crate, right, kill workman, walk right to the edge, walk off the edge but pull left on the joystick as you do so, crawl left, get crate, throw it, get hat and shades, right, walk off edge, left, up ladder, left, jump left, left, on conveyor belts: when you reach the edge jump left to avoid spikes, climb up the stairs, when the workman is t[o] the right you should jump right, get records, climb railings, get records, jump to get the records abov[e] you.

Go left, when the gunman's to the right climb th[e] railings, jump left, either avoid or get the '?' (this makes you boogie), get records, get microphone, right, down railings, right, when workman is left go up the railings (on the right-hand side), jump right, get records, right, jump right, get records, jump right, jump right, avoid '?', right, right, avoid '?', right, jump workman, get '?'.

Go right till end of workman's patrol, jump left, jump right, get heart, right, right, get records, up ladder, climb steps, up right, climb steps, when gunman above is to the right you should jump left, up ladder, swim left, up ladder, right, the springs at the bottom make you jump high so just pull right on the joystick, slide down, right, slide down etc (until the end), down ladder when the gunman's to the left, climb big boxes, up ladder, down pipe, up right, get red flag.



Level Three

Position In Town — Top right.
Item To Look For — Amplifier.

From start, left, down ladder when knight is right, left, get box, right, kill guard, right, down ladder, right, up ladder, right,

[TH]E DETECTIVE

Megatape 31

My thanks go to Adrian Spink from sunny Kent for these handy *The Detective* tips. Lieutenant Frank Columbo, eat yer heart out.

- Look behind the picture in the drawing room to find a safe, the combination is 210319. Inside is the will, read it for a few surprises.
- Wait for Bentley to open the far right door in the room below the hall, then follow him in. Look in the cupboard and then in the jacket.
- Search Dingle's body for a key, use this to open the briefcase in his chest of drawers.
- Use the hammer from the kitchen to break the paperweight (found in the study). This reveals a key to the room next to the Major's (which is occupied by the Professor). Get the book and look inside, show the book to the



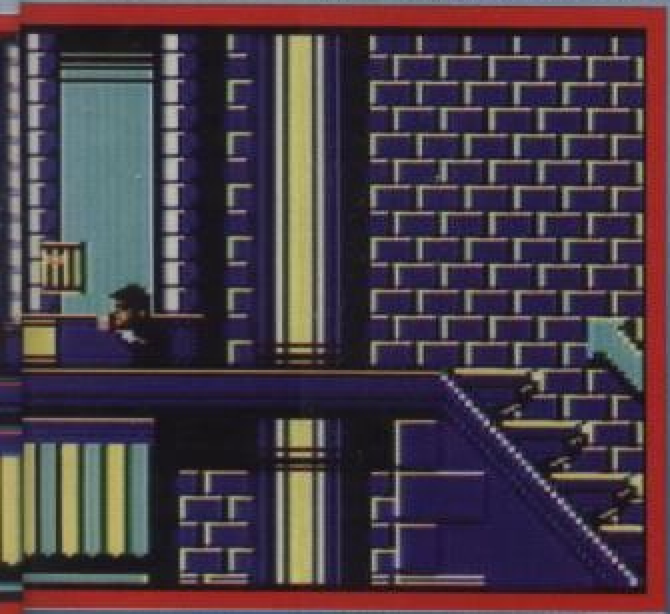
kill guard, right, get records, down ladder (pull right at bottom), down ladder, left, up ladder (when guard is left), left, get crate, kill guard, left, in first door, avoid both of the '?'s, left, get records, right, out of shop, left, go in second shop, crawl right to avoid broken record, get '?', right, crawl left, out of shop, left, down ladder (pulling right at the end), right, jump spikes, right, jump spikes, right, jump spikes, right, crawl right, right, down step, jump rat, up step, right (up to edge of spikes), jump to get records, left, up ladder, left.

jump cop, right, jump guard, right, get records, left, up ladder, jump and pull joystick right when in the air, jump and pull joystick right when in the air, jump right, right, slide down edge, right, right, crawl left, get records, crawl right, jump gunman, crawl right, get records, slide off edge, right (pull left when in the air), get crate, kill guard (when you can see him), crawl left, left, down ladder, right, get crate, left, down stairs.

Left, up ladder, kill guard, left, here there's a door with a lever up/right, jump at level, left, down ladder (all the way), left, get records, crawl left, down steps, left, down wall ladder (watch out for the laser on the wall), right, down wall ladder, left, get records and jump spikes, left, up stairs, get records, down the left side of the stairs, get records and jump spikes, left, up stairs, get records, down left side of stairs, get records, up stairs, get records, up ladder, right, get records, right, up ladder, up ladder, left, get record, (the '?' is a -20 but can't be avoided).

Get record, jump at pink lever, right, down ladder, get record, down ladder, left, down ladder, right, down stairs, right, up stairs, down right-hand side of stairs, jump spikes, up stairs, down right-hand side of stairs, right, jump spikes, right, up wall ladder, left, up wall ladder, right, up step, right, crawl right, right, up ladder (only half way) then go left, crawl left, up ladder, left, jump left, left, jump left, left, down ladder, crawl left (avoiding bullets and missing laser), up ladder, left, down step, get records, left, down left-hand side of hole (pull right before bottom), right, when rat is on the right go down ladder, right, jump on the table, when rat is left go right and up the ladder.

Right, down ladder, get crate, right, up ladder,



Jump guard, left, jump on table, jump on platform above table (avoiding laser), jump right, climb on table, up, right to the part where the wall below you is thinner than the rest of the wall, down, right, jump right, right, up ladder, get amplifier, down, left, jump left, left, jump left, climb on table, jump, left, up ladder, climb on springy bed (makes you jump very high), at the top of the jump go right, right, get crate, kill cop, right, climb on table, jump right, right, climb on springy bed, right at the top of the jump, right, down, down, down, left, down wall ladder, left, down wall ladder, right, down wall ladder, left, down wall ladder, right, climb step, right, climb wall ladder, right, jump left, jump left (avoiding laser), jump to climb ladder, jump right, jump spikes, down ladder, pull left or right at the bottom and get red flag.

JAMES POND II — CODENAME ROBOCOD

US Gold



Sam Beckett... sorry, Richard Beckett from York, is as busy as Al the hologram trying to work out what the heck Ziggy's going on about in every episode of Quantum Leap. Well at least he wins the **Reset**

TIPS CLINIC



Need help with a game? Can't get past that 'orrible Orc in the latest slash-'em-up? Well never fear 'cox the Tips Doctor's here and the doors of my clinic are always open (a blood test is optional). Send your queries to *DR BUTCHER (MD), ZZAP!, Ludlow, Shropshire SY8 1JW*, and I'll try to help you. Send in the first patient, please nurse.

● Neil Anderson from Co Dublin's after solutions to ***The Detective*** and all the ***Dizzy*** games. There are some *Detective* hints printed in this month's tips section Neil, but if any helpful reader wants to send some more to me, I'll print 'em. The same goes for the Dizzy solutions: I do have *Fantasy World Dizzy* and Treasure Island Dizzy solutions to hand. So they'll soon be whizzing their way to you in the post. Thanks go to John Crompton from Wigan for sending them in.

● Fu Sang Li from Hackney in London has apparently been living in a time warp for the last few years. He/she desperately needs help with the old text adventure ***The Secret Of St Brides***. Yes I know it's a mega-crusty game that appeared when Noah built the Ark, but if any of you can help...

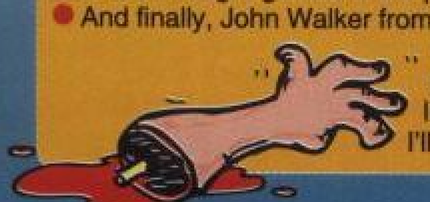
● Another blast from the past comes up next, as E Evans from Reading asks how to defeat Baron Von Blubba in ***Bubble Bobble***. If any of you have an amazing memory, perhaps you could write in and pass on the information to a very frustrated reader.

● Luke Croft from Kent was after some ***Steg*** passwords. Well, Garry Boakes from Bedfordshire has sent in three which may help ya Luke. They are...

Level 2 — RDNUHCCMGU
Level 3 — EDOUTIOCKO
Level 4 — HDPFUVLCCM

Mark Gibbs from Harlow in Essex is after info on ***Black Knight*** Parts One and Two, plus info on what to do with the massively useful towel in ***Seymour Goes To Hollywood***. I can send you the solution to both *Dark Knight* games in the post Mark, but can anyone else help with the Seymour stuff?

● And finally, John Walker from Oxford has asked me how to get the helicopter off the ground in ***Gunship***. Unfortunately I can't remember how you do it John. It took me several phone calls to the relevant software house to find out, and like you I managed to shoot helicopters on the ground. Rest assured I'll find out for you and print the answer next month though.



CREATURES 2



1 Jump over the 'double ball' creature.
2 Shoot the frog so he falls into the water, then switch to wavy fire.



3 Clydes movements are mirrored by the boatman (ie Clyde moves left, he paddles left).

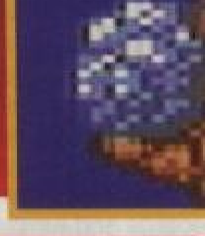




4 Move down and shoot the squelchy creature. When the prodding creature looks at you, move back to point 2. The boatman'll paddle like crazy and catch a falling Fuzzy.



5 When the squelchy creature's dead a potion appears, this allows you to headbutt the rocks at point 5 (go back to point 2 whenever the prodder looks at you).
6 By this time the frog has grabbed the boulder. As the rock disappers run left to avoid being pancaked. Finally, shoot the boulder to squash the prodding creature.

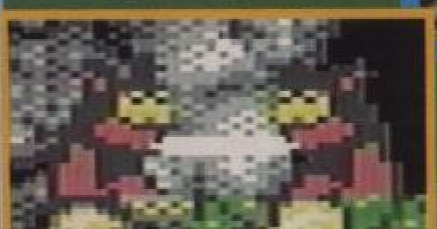


Here we go with the third intermission





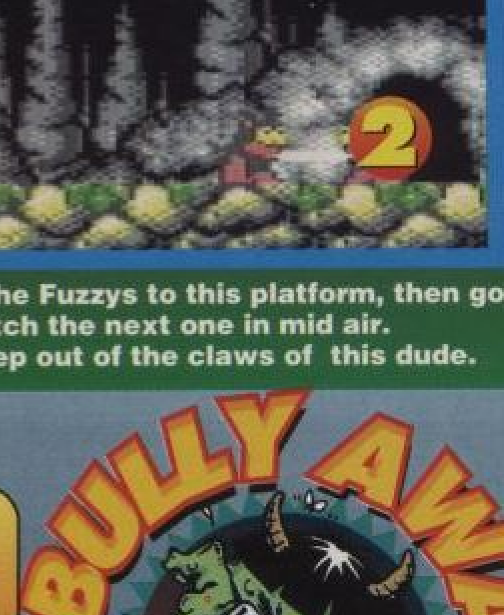
1 This dude chucks the Fuzzys off the platform (what a bastitch).
2 But Clyde and a mate are on hand with a trampoline for a birrov 'bouncy bouncy'.





3 Bounce the Fuzzys to this platform, then go back to catch the next one in mid air.
4 Again keep out of the claws of this dude.

Are you still stuck on the middle section of Creatures 2? If the Demons are still whupping your butt, I'm here to help you in your hour of need. My eternal thanks go to Matthew Allen for the second part of this most excellent solution, and to show my appreciation he gets to be the first ever honourary "Bully Award" winner for supplying a bovine amount of Bully tipping fun! Well done, pal! GRRR!

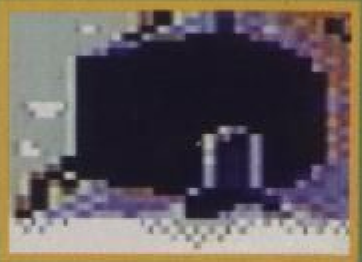






1 To get over the ice cold water, wait til the first two platforms are up together and then sink down. Time your jump to land on the first platform just as it starts to rise again.

2 After jumping up the bank and standing on the mound, switch to droopy fire and shoot the green creature a few times.



3 Switch back to wavy fire and carefully jump over him, then blast him back to the left. As he's the dude who flames the cannon that kills the Fuzzy, you'll have to keep coming back and shooting the swine.

4 Continue right and then up to flame the first snowman, now push the resulting snowball to the edge of the ledge.



5 Jump over and flame the other snowman til it forms a snowball. Jump onto the middle platform when the blue creature isn't there and jump off when it jumps.





6 Shoot the left snowball onto the jack, then move across to the other (shooting the green creature as necessary) and knock it off. This should squash the green creature (and serve it jolly well right).

Intermission four is a bit trickier than the previous three. Although the Demon isn't quite so vicious, and this is a good thing as you have to rescue 14 Fuzzies in three minutes and 40 seconds. Get that trampoline lin ed up and go for it. This is the last time you can afford to collect the bonus coins.

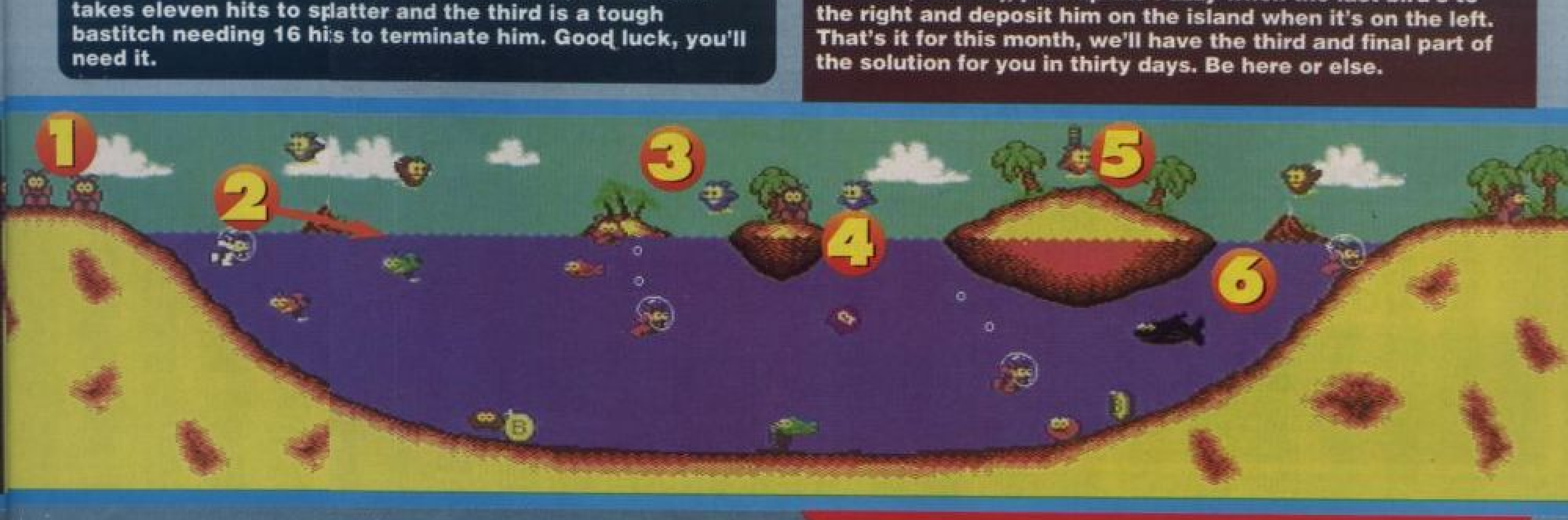






The Phoenix family are a tough bunch of so and so's. They drop a lot of bombs, so it's best to keep Clyde hidden to either side of the screen and send him out to kick a couple of bugs when the coast is clear. The first Demontakes four hits to kill, the second takes eleven hits to splatter and the third is a tough bastitch needing 16 hi;s to terminate him. Good luck, you'll need it.

1 When the swooping bird heads right, pick up the first Fuzzy.
2 Move right so you're behind the surface swimmer, and follow it. When it heads left again, drop down so the Fuzzy treads water. Grab the Fuzzy when in the clear, and head onward again.
3 Do the same thing with the fish, and drop the Fuzzy on the island (press the fire button so it avoids the swooping bird).
4 Pick up the Fuzzy when the bird's to the left, and the jellyfish moves in a north westerly direction.
5 Stay still until the jellyfish moves away, then drop the Fuzzy on the next island. Press the firebutton to sent the Fuzzy over when the third swooping bird is moving right and is just past the middle.
6 There are two movement patterns you can use here, SLBPD (Shark Left Before Puffer Down) and SNLBPD (Shark Not Left Before Puffer Down). It's up to you which you use (both of 'em do work, honest), pick up the Fuzzy when the last bird's to the right and deposit him on the island when it's on the left. That's it for this month, we'll have the third and final part of the solution for you in thirty days. Be here or else.



cart award for suppling these time spanning tips. This month he brings you the ffirst four levels to ***RoboCod*. Take it away Richie...**

The Castle — On the disk version you may be able to enter all the doors, if so go through whichever door you wish and read the appropriate part of the solution (ie Level One is Door One, and so on). Firstly go to the top of the castle and collect the extra life.

Level 1 — Sports

Part One — Go left and collect the energy, then run right. Jump the first spikes and use the expandosuit to pull yourself along the roof and get past the second set of spikes. Jump on the lift to get past the third lot of spikes, jump the snake and headbutt the first, second and fourth blocks, collecting the objects in the process. Catch the next lift to carry you past the spikes, cross the straw bridge and keep going right. You can headbutt the small blocks but leave the large ones. Instead, stand on the second large block, then jump up and right into the wall to collect the hidden object (an extra life), fall down and collect the two penguins, then walk into the pole.

Part Two — Go left and stand on the highest purple bowling ball (stand to the right), jump up and collect the extra life from the roof. Go right and hit the small blocks but again leave the large one. Jump over the Liquorice Allsort creatures rather than kill them, or dodge them by climbing on the table tennis bats. Collect the extra energy and jump on the clouds to cross the spikes. When at the far end of the playing area, hit the block and fly into the bowling ball and collect the penguin, fall down and collect the next penguin then walk into the pole to enter the next part.

Part Three — Run right until you reach the weights, stand on them and jump through the gap above. Headbutt the large block to your right and leap into the airplane. Fly left and hit the third block up for a bonus, fly round the wall and go back onto the floor, collect the two penguins and go right into the pole.

Part Four — This is a bonus level, just run along the golf clubs, collecting the objects and finally run, full tilt, into the pole.

Level 2 — Soft Toys

Part One — Go right to the pyramid and climb up and over it, go left through the large blocks on its right side and collect the extra energy. Go out of the pyramid the same way you came in. When you're out, stand between the pyramid and the vertical wall, use the expandosuit to climb to some blocks. You'll go through the large blocks but grip onto the second block you come to. Fall from the block and go right, fall down the first hole you come to, keep falling through the holes (when there are two holes, fall down the left one). Go right (when you come to the base of the level) through the bears and collect the objects (apart from the skull), then go left to the pole.

Part Two — Run right, jumping the holes and snakes until you come to a vertical wall, stand next to it and use the expandosuit to cling to the wall above. Fall off to the left and collect the energy, go right and jump the hole, then fall down the wall, jump the next hole while going right and hit the pole.

Part Three — Go right to a wall and jump up through the roof, go right and fall down the wall, continue right to a wall and jump through three roofs. Fall down the wall to the right and go right to yet another wall, jum[p] up through three roofs, go right and fall down the wa[ll] while dodging the cannons. Go right to the wall and [go] up it (jump through the roofs), go right and fall throu[gh] the walls at the far right, walk into the pole.

Part Four — Another bonus level. Jump along the plates, collecting the bonus objects. Hit the pole at t[he] top right of the playing area.

Part Five — Collect the bonuses and hit the pole at the bottom right.

Level 3 — Food

Part One — Go right and jump the spikes, collect th[e] objects that are sitting on the chocolate. Jump the next pit of spikes, stand on the chocolate to get pas[t] the next lot of spikes. Follow the passage right and jump onto the chocolate above the spikes, jump off to the right and go into the passage below, where you'll land. Collect all the bonuses and jump onto th[e] penguin to become invincible for a while. Go out an[d] round the top passage, then to the right and round t[he] passage and stand next to the pole (but don't walk into it). Wait for a Liquorice Allsort to appear and sta[nd] on it, let it carry you to the top of the playing area. G[o] left along the passage and collect the extra life, go right and fall down the end and go down the passag[e] below, follow the passage round. When you have to choose between going up or down, go down, collec[t] the life and walk into the pole.

Part Two — Go right and enter the right side of the last cake you come to, and you'll gain a pair of wing[s] fly up and left to a small gap on the left of the roof of the section, go through the roof, fly right and hit the blocks to collect some energy, fly through the gaps [in] the roofs. When you reach the top collect the fou[r] penguins and walk into the pole.

Part Three — Go right and dodge all the pole[s] as they'll send you back to the start, fall onto t[he] right side of the penguin at the end to go to the next level.

Part Four — A bonus level. Jump along the toothbrushes collecting the bonuses, and walk into the pole near the start.

Level 4 — Bubbles

Part One — Hit the block above you and jump into the flying bath. Fly right, collecting whichever bonuses take your fancy. The only things that kill you are spikes, so stay away from the base of the playing area. When you reach the f[ar] right, go down and walk into the pole at the bottom.

Part Two — Swim round the submarine and collect the first penguin off the wall, fly round the top of the second submarine and collect the second penguin. Swim round the base of the third submarine and collect the third penguin, go round the base of the next sub, go past the pole and grab the extra life, then go back to the pole and walk into it.

Part Three — Jump up the purple wall and go right then hit the first and third blocks, go right and ignore any large blocks. Jump the pits of spikes by stoppin[g] yourself in mid-jump. Walk into the second from top pole when you get to the end, as the other three se[nd] you back to the start.



It's goodbye for another month as I head off to rest up for the weekend. I need a couple a days to recover from the mountain of mail received over the last couple of weeks. I even considered hiring Chris Bonnington for the day to reach the snow covered top of the pile. But in the end I managed to read all the letters, so please continue to send all yer stuff to *IT'S CORKY, ZZAP!, Lud ow, Shropshire SY8 1JW*. See ya in thirty.

PD FILE

With PD's disappearance in Amsterdam, the PD File is handed over to one of his Dutch contacts. Live from his secret hide-out, undercover agent Remi Ebus brings you a monthly report on the Public Domain scene.

In previous editions of PD File, you've started to get an impression of what is trendily called 'the scene'. Well forget all that, 'coz all the information was gathered indirectly from PD libraries… and not straight from the source!

I successfully infiltrated 'the scene' seven years ago, and have established contact with most of the leading demo groups. So from now on, you won't only get to see the end results (ie demos and stuff), but you'll be getting background information about the producers themselves. Besides all that, I'll be bringing you interviews and charts, as well as reporting from parties held throughout Europe. Hic!

A lot of different stories have been told about the beginning of the PD Scene; that it started with some pioneers trying to create funny effects, exchanging them with friends, that Compunet started the scene as we know it, as their modem-based bulletin board enabled computer fanatics to exchange their products worldwide, etc.

None of these stories are true. Well, at least not completely. I can tell you that the actual beginning of the PD scene isn't as innocent as people want you to believe. It really started in another scene entirely: piracy (also known as cracking). The first real demos were pirated title-pictures and game music, put together and accompanied by a scrolling text message from the crackers.

Nowadays the connections with this cracking scene are still there, though not as much as they used to be, and the PD scene has become a respectable one.



● Having trouble reading this? Do not adjust your mag! And just wait till you see it scrolling! Barf…

Everyone does their 8-bit

This scene consists of a lot of different groups (too many to name), each having its own set of members: programmers, graphicers, musicians and swappers. The first three are responsible for the products, while the last one spreads it to other groups, either by mail or modem.

To start a demo-group, you don't need to have all these — groups dedicated to graphics, music or just swapping aren't uncommon. All you have to do is invent a groovy group name and establish contact with other denizens of the Public Domain, and you are active in the PD scene. Contact addresses can be found in one of the many disk-magazines as well as in the demos, utilities and games spread around.

Sadly, the PD scene is disk-only, but as 'swapping' is nothing else than exchanging software between friends it isn't impossible to find a person willing to copy some PD stuff on to tape.

When you enter the PD scene, you'll notice that the use of pseudonyms is quite common. This can be traced back to the early beginnings, when PD was a part of the piracy scene. It isn't too clever to include your real name in the intro of a cracked game! Therefore crackers started to use 'handles', so that everybody knew Cracker from The London Cracking Group, but didn't know that it was John Jones, the butler's son from next door. Handles are still used, but now only for the fun of it. Crackers often name themselves after their idols and favourite movies, or sometimes use their real nicknames.

But that's enough about the PD scene itself for now — let's continue with some of the latest products released:



● **Copyrights? Trade marks? What dem? The graphic artists in the Public Domain don't concern themselves with the nicities of life…**

LIGHT
Crest

This demo is a parody on the light, bio and diet products which are currently flooding the market (I take it you mean health foods? — Ed). Crest thought they were all a load of rubbish, so



decided to take the mickey.

The demo was made in two weeks, and it shows; none of the parts which are linked together by a recycling-loader are really special. Only the intro really goes into the light subject, with a nice CREST LIGHT logo, in true Coca Cola style. The rest of the demo is far below the usual Crest quality. Nothing really interesting to be found here.



THE PD VERDICT 6/10



WONDERLAND 9
Censor Design

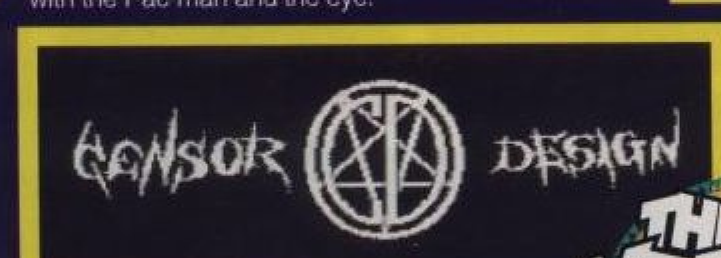
Censor Design are one of the older groups in the scene, and consequently they've released a huge number of demos, including the *Wonderland* series. These demos have always featured great design and several new inventions, and this latest one's no exception.

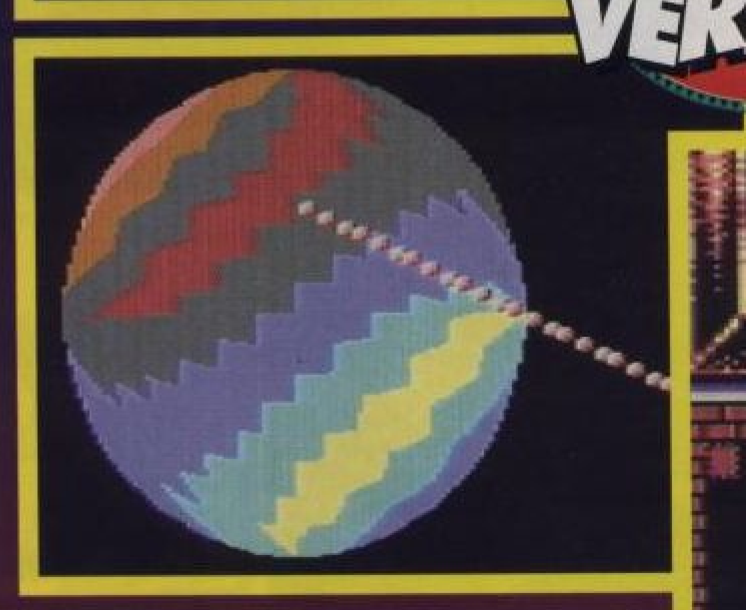
The intro is without doubt the best part. After a movie-like text-flasher, complete with rotating and transforming logos (accompanied by thrilling sound effects!), you get to see a picture of a beautiful girl by one of the best graphicers in the scene, Mirage. This is accompanied by one of Danko's best compositions.

The rest of the demo is mainly comprised of digitised music, including one really awkward part with very bad 4-bit samples, but two good ones as well, featuring 8-bit samples! Well, at least that's what they claim, and the sample quality is the best I've ever heard on the C64.

Besides the last part with a great picture of Iron Maiden's Eddie (by Dragon), this demo features only one other part worth mentioning. Bob has coded some remarkably strange colour animation in the shape of a planet. With some really-hard-to-read scrollers and the weirdest tune Danko's ever done, it's very strange indeed. In fact, you might not like it the first time around, but it gets better after you've seen it a few times — especially the last bit with the Pac-man and the eye!







Wonderland 9 is very professionally executed, though I personally found it missed that bit extra which made the other *Wonderland* demos so special. Besides that, it's brilliant!

THE PD VERDICT 8/10







● The Torture demo certainly doesn't live up to its name.



● I don't fancy yours much — these two have obviously spent too long in the sun.



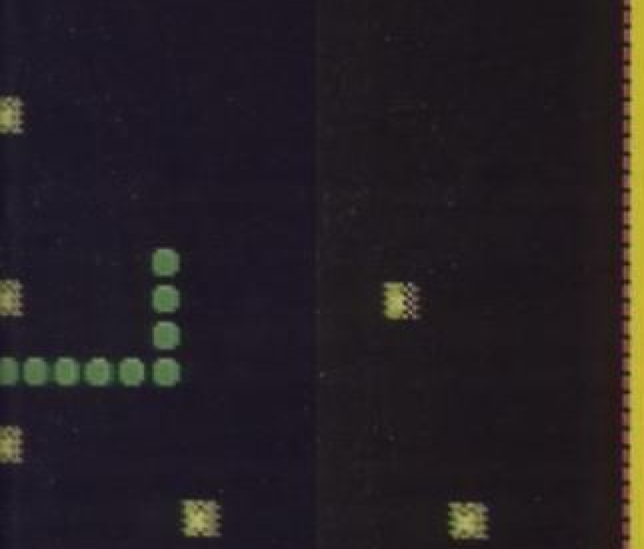
TORTURE 2

Padua

Torture heralded the first appearance by a group calling themselves Padua. Though it wasn't a high-quality demo, it became very popular because of the original ideas, and the no-nonsense look. That was a few years ago, and after *Torture* Padua were pretty quiet, releasing only the occasional small demo.

Torture 2 is their way of saying they're still active in the scene, and should not be overlooked.

● One of the best parts of the Torture 2 demo is this spiffing Centipede game.



The demo features some nice Fli graphics and some good solid coding. For instance, they coded a line-vector-equaliser synchronised with the music. Another part features parallax scrolling, though the best part is the loader, which features a very addictive game, even though it seems it's been written in BASIC.

Anyway, *Torture 2* is an excellent demo with some very interesting parts... though it's lost the originality which its predecessor excelled in.

THE PD VERDICT 7/10



● What aload of balls! This amazing effect moves faster than Corky's bowels.



Well that's it for this month, Zzappers. Providing your very own PD remains banged-up, er, I mean LOST in Amsterdam, I'll be here again at the same time, same place, but with a new look at the wacky world of International Public Domain. Tot ziens!




Camin
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VRROOOM!
GET YOUR RUBBER-BURNIN'
KICKS WITH SLICKS!

IN THE C

Hey — wanna go Commodore Clubbin' but can't find the action? IAN 'PARTY ANIMAL' OSBORNE trips the light fantastic in flares and a gold medallion (what about the anorak? — Ed).

We get loads of requests for C64 clubs here at ZZAP! Towers, so we've decided to do a feature on 'em — and here it is! Software clubs, techie support groups, local meets, you name it we've got it. Whatever it is you're after we've probably covered it here, but even we're not infallible — if you know of any *national* organisations not covered by this feature let us know.

Laughing GAS

With the software industry getting more competitive than the annual Clee Hill Eating Contest (Phil's the champ), several budget houses have started their own fan clubs. Needless to say, they only feature their own products, so glowing game reviews in club magazines have to be taken with a pinch of salt. This doesn't stop 'em being a worthwhile read; just make sure you check out the ZZAP! review before you buy!

Budget barons Alternative run **The Great Alternative Software Club**, or GAS for short. Launched in March, it currently boasts over a thousand members — not surprising considering it's free!

Their full-colour quarterly magazine is full of reviews, previews, competitions and tips, with a great Dr Who poster gracing the centre spread of the first issue. A few articles not related to Alternative games would be nice, but it's early days yet.

Despite having an unreadable logo (change it lads, please!), and a mug shot of Hulk Hogan on the cover when he's not mentioned in the mag, the GAS magazine is one of the best club offerings we've seen. If editorial content fleshes out (and it probably will), Alternative could be onto a real winner.



Come fly with me...

Membership of the **Zeppelin Air Crew** sets you back a cool £7.99, but don't let that put you off — as well as a membership card, certificate and regular magazines you get two free Zeppelin games upon joining! Members can also take advantage of some incredible discounts.

Currently on its fourth issue, the club magazine is a little more ambitious than Alternative's offering but is printed entirely in one colour — the latest issue is ghastly green! The articles are fun and (hurrah!) they go beyond glowing endorsements of Zeppelin's own games. Tighter spelling and syntax and a better design (I've seen more attractive shopping lists) would make it a real corker, but it's still worth having if only for the discounts. Zeppelin's games are improving with every release, so why not splash out?

Irregular outings

Not to be outdone, the Codies have **The Cartoon Club** (not Rolf's!). You need five bar codes from CodeMasters games to join, but this entitles you to a free game of THEIR choice — oh well, it's nice to get a surprise every now and then!



Denzil

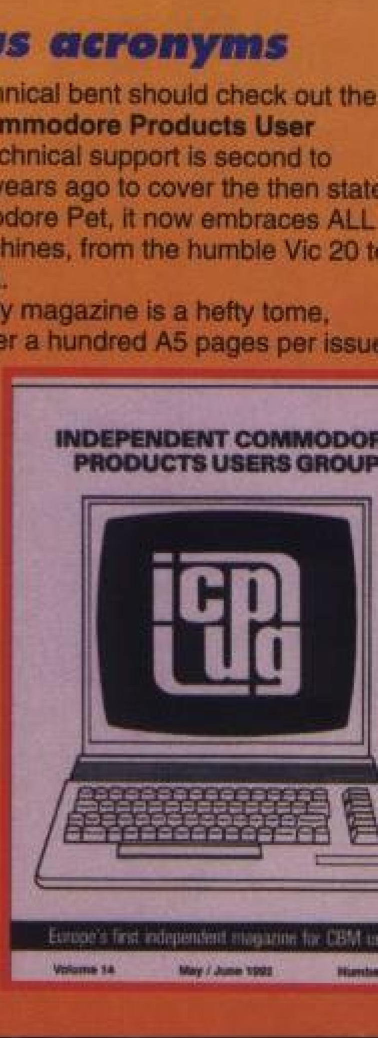
The Cartoon Club newsletter isn't published on a regular basis: they just fill 'em up and send 'em out as need be. It's not particularly ambitious either — just a few sheets of paper full of news and special offers. Still, it's nicely presented and if you've already go five Codies games you'd be barmy not to claim your freebie.

Atrocious acronyms

Those with a technical bent should check out the **Independent Commodore Products User Group**, whose technical support is second to none! Set up 14 years ago to cover the then state of-the-art Commodore Pet, it now embraces ALL Commodore machines, from the humble Vic 20 t the mighty Amiga.

Their bi-monthly magazine is a hefty tome, weighing in at over a hundred A5 pages per issue. Targeted at the more serious user, topics covered include word processing, programming languages and spreadsheets.

As well as publishing a mag, ICPUG also run regional groups, discount schemes, offer



Barbaric Bulletins

Grraaagh — kersplat! That's better — there's nothing worse than having an ugly great ogre run off with your **Adventure & Strategy Club** binder! He'll never run again, not since I cut off his legs.

Run by a small team of experienced gamers, the Adventure & Strategy Club covers adventures, RPGs, war games, strategy sims... in fact, just about anything that requires brain cells rather than lightning reflexes.

Members receive a 54-page bi-monthly information pack, hole-punched for easy filing in their snazzy club binders. Jam-packed with news, reviews, solutions (full and serialised) and lots more besides, it quickly builds into a mighty tome indeed.

At £24 for annual membership and £7.95 for a binder it's not cheap, but the service you get is amazing! Members can use the free buy, sell and swap facility, choose from over 1000 solutions, and if you're really stuck there's even a free postal/telephone help service!

UB!

technical advice and run an excellent PD library which is free to members — just send an SAE and a disk.

ICPUG won't appeal to the hardened joystick juggler, but if you use your C64 for more than just baddie bashing give it a whirl.





You take the hire road...

If you've ever spent ten quid on the latest film tie-in only to find it's crap, the **Commodore Software Hire** club could be for you. After paying your £2 membership fee, you can hire up to four games from a range of over a thousand. You keep the games for seven days, easily enough time to check them out — you need never buy a dud game again! Prices range from £1–£4, depending on the age of the game and weight of the packaging (all prices include P&P).

Obviously budget releases are hardly worth hiring as they cost only a tad more to buy, but it's great for testing full-pricers or deleted titles. For a free catalogue send an SAE to the address below.

I'll be BACC...

If it's local user groups you're after, check out the **British Association Of Computer Clubs**. Don't be put off by the boring title, it's actually a really useful information service dealing with regional computer clubs, specialist services and user groups. A non-profit-making organisation, you don't even need to pay — just bung 'em a SAE at the address below, together with details on the sort of club you're after and what computer you own. You can now get in touch with BACC via a couple of bulletin boards too — they've placed most of their thousand-club master list on-line, via Tessier Ashpool Online (TAO) and Silicon Village.

To log onto TAO dial 071 275 9996 then enter XMNET at the services menu to get the Viewdata system. Enter account name GUEST and password PUBLIC when prompted, terminating each entry with a hash (#), then go to page 8102 (*8102#) — you don't even have to be a member! Call Silicon Village on 081 759 6996 or 0734 819 000. On connecting enter # to get to viewdata system, followed by an ID of 4444444444 and a password of 4444, and again go to page 8102 (*8102=).

For further information on BACC's modem service only, send a SAE to *Andy Leeder, Church Farm, Stratton St Michael, Norwich NR15 2QB*

CONTACT CORNER

BACC
Postal enquiries to Terence John, 148 Furzehill Rd, Borehamwood, Herts WD6 2DX. (SAE)

Commodore 64 Software Hire
3 Briarbank Avenue, Porchester Lodge Estate, Nottingham NG3 6JU. (SAE)

Great Alternative Software club
The Boss, The GAS mag, Alternative Software, Units 5-7, Bailygate Industrial Estate, Pontefract, W Yorks WF8 2LN. (State computer model & favourite software shop)

Independent Commodore Products User Group
The Membership Secretary, PO Box 1309, London N3 2UT.

The Adventure & Strategy Club
17 Sheridan Road, London E12 6QT.

The Zeppelin Air Crew
PO Box 17, Houghton Le Spring, Durham DH4 6JP.

The CodeMasters Cartoon Club
Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DI.

ROLL UP, ROLL UP!

At very little trouble and no expense at all, ZZAP! 64 have organised some special offers for ya. Just cut out the coupon in question and bung it in the envelope with your membership fees, and hey presto — you've saved yourself some dosh! All the clubs will send further details if you bung 'em a SAE, but hang onto your coupon till you join.

Adventure & Strategy Club
Club binders usually cost a cool £7.95, but enclose this coupon with your application and you'll get it free!

Zeppelin Air Crew
Wey-hey, Zeppelin are offering, exclusive to ZZAP!, a hefty £3 off the usual membership fee of £7.99! Blimey! With two free games on offer you'd be two pixels short of a loading screen not to join. Just send 'em your name, address, choice of games and a £4.99 cheque/PO payable to Zeppelin games.

CodeMasters Cartoon Club
One code short of a full club? No worries — this coupon counts as one bar code! Just send this coupon with *four* codes from CodeMasters games, and Bob's your relative!

Great Alternative Software
No money off here (it's free anyway), but the first ten to apply enclosing this coupon will get a groovy Alternative Software T-shirt. Just send your name, address, computer model and your favourite local software dealer to The Boss.

ICPUG
As well as the usual yearly subscription, ICPUG are offering shorter, cheaper ones. Make cheques payable to ICPUG.

- ☐ **One Year (six issues) — £19**
- ☐ **Six Months (three issues) — £10**
- ☐ **Four Months (two issues) — £7**



It had to happen: Miss Whiplash has got the sack... with all your letters in it! She'd have had the lot if Bash hadn't slashed the mailbag in half with his axe! Trouble is, they then had to spend most of the month glueing the letters back together! The clumsy barbarian has promised not to do it again, so keep sending your queries, opinions and complaints to Lash or Bash at *ZZAP! Letters, Europress Impact, Ludlow, Shropshire SY8 1JW.* You could win £40 worth of software!

COPYRIGHT CASE

Dear Bash,
Can you help me with a possible legal problem? I'm considering opening a club where members would pay a fee and then they would get the use of software, free of charge. This should hopefully avoid the 'no hiring' copyright. A term of condition would be that the software would not be copied — this should cover me against copyright irregularities.

Would I get into any legal/copyright problems? What's the legal position? Is it advisable to carry on or just to forget the idea although I feel I could really give it a go?
Noel Bishop, Rugeley, Staffs

**● Nice try, but I doubt if charging an enrolment fee and lending software for free would beat the hiring ban — unless your club offered other services, the courts would probably decide the initial fee was itself a hire charge. Most games include a 'no hiring' clause in their copyright notice, but it's very much a legal grey area — it's never been tested in court, so we're not sure whether or not it has legal backing. Software hire has been stamped out on the 16-bit computers and the battle rages on in Consoleland, but there are already Software Hire Clubs for the C64 and Speccy. For further information, contact your local Citizen's Advice Bureau.
Bash**

TOP OF THE SOFTS

Dear Miss W
I have been reading ZZAP! since Issue 46 (on and off before that) and every month there seems to have been a slight increase in the quality of your mag. I know I say this every time I write, but that's not because Im creeping (honest!), it's because I mean it, so there!

Now for some questions:
1. Why, when peope write in with numbered questions like this, do you always put the answers at the bottom of the column? It really bugs me, because by the time I've got to the answers, I can't remember the questions!
2. What's the best printer for the C64?
3. What have Ocean got planned in the way of carts?
4. Is TIB's 3.5" drive beginning to catch on with software houses?
5. Is there a chance of getting more pages in ZZAP! without an increase in price?
6. I love the posters, give me more!
7. I've just completed *Exile* (after two months). Are there any plans for *Exile 2*?

I thought it was about time for something completely different (sort of!). For those of you who wear bifocals and whose IQ is less than 5 (Corky?!), I'll tell you what it is — ITS A CHART! I'd better explain how it works so here goes:

I've added up the percentages (%) of every game reviewed since August '91 (under their software houses) and divided the answer by the number of games that house had released between then and now (to find the average).

Eg: If there was a company called Wonky Bananas (I'm sorry, I just had to mention them) and it had made four games receiving 45%, 22%, 13% and 50% (then it would be crap!). Add them all up to get 130 and then divide by four (the number of games) to give the average mark that house got. Simple eh? Oh yeah, I've also included the total releases of that house (not including compilations (did I spell it write?!)) and the lowest and the highest mark that house has received.

Now for the much awaited chart.

Company	Total Games	Lowest %	Highest %	Average %
Thalamus	2	93%	97%	95.0%
Gremlin	5	67%	93%	84.8%
Kixx	26	34%	97%	84.8%
Ocean	14	53%	93%	81.2%
CodeMasters	15	32%	94%	73.9%
Hi-Tec	10	42%	94%	73.1%
Storm	4	31%	91%	71.25%
Hit Squad	29	13%	96%	68.4%
Zeppelin	18	40%	87%	67.2%
US Gold	9	22%	94%	65.2%
Imageworks	4	30%	95%	65.0%
Summit	3	35%	90%	63.3%
Mastertronic	5	37%	93%	63.2%
Domark	8	36%	90%	55.0%

Total Games released	Best game (s)
152	Creatures 2 97% Thalamus Turrican 2 97% Kixx

Craig 'Exiled' Ellis, Basingstoke, Hants
PS. It's great to see Scorelord and Ken D Fish back. Now all you need are the border dudes.

**● 1. Erm... what was that question again?
2. If you really want to splash out, Datel sell the Star LC200 colour printer (with interface and software) for £259. Otherwise their Sprin 128 interface enables the use of any Centronics-standard printer.
3. Nothing. They're not planning any new C64 releases.
4. Sadly not.
5. Sort of — the pages have got wider, so there's 'more of them'!
6. All right.
7. Not in the immediate future. Audiogenic aren't doing much C64 stuff at the moment — we're still waiting for *World Class Cricket*!
Thanks for the chart, but I reckon it's a bit rough on those firms which have released loads of great games, but just one or two stinkers which knacker their average.
Lash**

THE WINDS OF CHANGE (PARP!)

Dear Lash,
I have been reading ZZAP! (the best mag in the whole world) since ish 71, and I have noticed ho much it has changed — for the better, I may add Is that enough grovelling done? Okay, let's get down to business.
1. Were *Wonderboy II* or *Super Wonderboy* even released on C64 and if so, are they any good?
2. *Football Director* (yes the management sim): was it ever reviewed? If so, what did it get?
3. I am one of the few people who like management sims. So please, please (x 1000) could you recommend one or two besides *Tracksuit Manager*.
4. Any chance of some tips for *Turrican*, as I can only reach level 3-3?
5. Can you at ZZAP! take some creative criticism (okay, I know you could)? Any chance of some better games for the Megatape?
Eoin Barrett, Cork, Ireland
PS. Please print my letter because if you don't I'l have to give my collection of ZZAP! mags to my friend (we have a bet).
PPS. Could you recommend any books for making programs?

● 1. *Super Wonderboy* was, and it scored 68% in Issue 59.
2. No.
3. Well, Cult's *The Match* scored highly with Footy Phil, and Zeppelin's *Match Of The Day* looks good from what we've seen — there may well be a review in this ish!
4. Corky says he'll see what he can do (not a lot, if you ask me).
5. We're constantly searching for great games, especially now we've got two triff tapes.
There's loads of BASIC programming books, but if you're serious you need to learn machine code — try 'Programming The Commodore 64', written by Rae West and published by *Level Computer Publications, PO Box 438, Hampstead, London NW3 1BH.*
Lash

CONTACTS DOWN UNDER

Dear Bash,
I have written a few times now so could you have a heart and please publish this letter?
I am president of a club down here called 'C64/128 FRIENDZ & CONTAX'. We are a worldwide club for all Commodore users and publish a magazine every two months, crammed full of interesting things for members. Overseas people don't have to join, they can just write to me and I'll put their name in the magazine for other members to write to them if they want (free of charge).
We support Plus 4, C16 & Vic 20 as well.
So, come on, please publish this letter. We really would appreciate it. And I'll keep buying your magazine.
Steve Hedges, 11 Dunsford Street, Whyalla Stuart, South Australia 5608

● G'day, Steve. Your club sounds bonzer, so how's about sending us a copy of the mag?
Bash

SPACED OUT

Dear Sir/Madam
I have been collecting your magazine for a year now, and have been delighted with the articles and especially the game tape. I have had my Commodore 64 for almost two years and have yet to see a classic *Space Invaders* for it. I realise that people nowadays do not need this type of game, but I have been going out of my mind looking for one. I know that a *Space Invaders*-style game is available for the Amiga and I wish to know if there is one for the 64, and if so, where to get it from.
KL Shade, Nuneaton, Warks
PS. You're my only hope.



● There's a fair version of *Space Invaders* on Public Domain — look in last month's PD File for more details. Also, Domark's *Super Space Invaders* has a similar approach in gameplay (only spiced-up a bit!).
Bash

RIVAL FORMAT

Dear ZZAP!
No doubt you're getting tired of all the criticising letters coming in but I felt that after all my years of reading your wonderful publication, I had to contribute. So here's my effort:
Paging through an issue of rival magazine Commodore Format (don't worry, I washed my hands afterwards) I realised three main things about it:
1. It reads as if it was written for three-year-olds.
2. It's got better variety than ZZAP!
3. If you fiddle around with the CF page-number colour scheme you can get it to look exactly like ZZAP!'s page-number colour scheme.
Okay, so point 2 stings, but if you can restrain yourselves from using your collective arsenals to kick me back to whatever netherworld I came from for just a minute, I'll explain:
CF have a passable attempt at a tech section, and have an adventure section too. Yes, I know you have an adventure section but more than or adventure review a month would be nice! If the amount of adventures/RPGs is really that low, a few reviews of old gems would be appreciated; the *Bard's Tale* series, the *Zork* series, a selecti of Level 9 classics and perhaps some of the SSI/US Gold megagames, to name but a few.
And something else I'd like to see that both CF and ZZAP! lack — information on current moden nets and bulletin boards. Do Micronet or Compunet still cater for 8-bits? Do they still cater for any computers? Here's a completely idiotic idea: how about setting up a 'ZZAP! NET' open exclusively to ZZAP! readers, perhaps in conjunction with an existing net? I'm sure there's a few thousand out there who'd join. Commercia viability is another matter — but it would blow CF away! Of course, if it flopped, it would blow ZZAP away, but innovative improvements are like orgie — full of fun but riskier these days...
Another thing that you both lack, that I'm sure would be appreciated by cassette users, is some choice PD demos on the Megatapes. Public Domain utilities and demos come pretty cheap — hint, hint, a nod is as good as a wink to an epileti octopus etc, etc.
On the tech front, I think that a step-by-step method of creating a game would be a good idea Or failing that, a little section answering the questions that always get asked: eg 'How do I design a loading screen? How do I get a program loaded from disk to autorun? How do you do those flashing lines in the border when I'm loadin something? How can I get it to play a tune when it's loading? What's machine code for? How do you use sprites? How can I build up my own characters?' I could go on all night!
And to close I have a little grumble. In the June edition of ZZAP! in the STUFF! section, you said nobody could get more than ten sprites on-screen at once. Then you mentioned Direct Designs who can get 100 on-screen. Well guys, you really stepped in it this time. The Genesis Project (a PD project group) have created a demo called *Sprite Mania* (available from The Binary Zone, ref BZD114) which projects on-screen (read it slowly now) TWO HUNDRED AND NINETY sprites. PD is free while presumably Direct Designs aren't... Uncle PD wasn't much use to you then, was he?
Sorry about the length of this letter, but I'd a lot

LETTER OF THE MONTH!

WE MUST PERFORM A QUIRKAFLEEG

Dear Miss W
Bah! It seems that Ocean are taking all C64 owners for a flippin' ride, and no mistake!
I read with growing disbelief, the article on *Parasol Stars* being nicked by a nasty thief.
Are we really supposed to believe that a professional programmer who was working on a major coin-op conversion, saved all his precious code on just one floppy disk which was promptly stolen? Isn't it just a little strange that Ocean, who are presumably paying this programmer a hefty sum, and who would be monitoring the game's progress carefully, had no copies themselves?
Or could it be that Ocean decided that they just couldn't be bothered to continue with the C64 conversion and sent out this ludicrous story for a bit of a laugh? You, the readers, must decide.
Anyway, I would like to make an offer to Ocean, I am currently working on a C64 game entitled *Mushy Armpit Sex Simulator.* I will sell you this game for a cool million, as long as you don't take any copies off me, and pay me even if someone nicks all my code which I have preciously saved on the end of my Abba tape. Please send the money in used notes.
Daniel Salter, Rotherham, S Yorkshire
PS. Please title this letter 'WE MUST PERFORM A QUIRKAFLEEG' as I am a slightly drunk Miner Willy fan.
PPS. Please try and use the word 'culminating' in your reply. Cheers, luv.

● Your game sounds great! But seriously, it's amazing how many times professional programmers' equipment 'goes down', culminating in the delayed release of a game. We've never used this excuse... erm, I mean 'explanation' for the late arrival of ZZAP! on the shelves — it's always on time!
Lash

on my mind! Incidentally, CF reviews have no style whatsoever — they're filled with words only dickheads use, eg 'brob', 'trub'... need I say more? LONG LIVE ZZAP!
Oliver Mooney, Dublin 13, Ireland

● **1. I must admit I can't understand it.**
2. We're always trying to improve ZZAP!, and are planning to introduce a techie section. Send your technical queries to Brian Strain at the usual ZZAP! address.
I'm always open to constructive criticism about my adventure column — as long as you don't mind an axe through your skull.
As for a modem column, or even a ZZAP! net, I reckon it's too much of a minority interest — unless loads of people write in saying they want one!
3. 'What an amazing coincidence!' exclaimed our designer (and sarcastic git), Mark Kendrick.
Uncle PD hasn't been since he went missing in Amsterdam. Maybe he was ashamed of his mistake — nah, he's never been ashamed of anything!
Bash

LASH 'N' BASH: THE GAME!

Dear Lash
Has anyone ever thought of making a computer game about you and Bash? I'm sure it would be a hit, especially if at the end you could have Scorelord begging at your very sexy 'kinky boots', pleading for mercy while Bash 'clubs' him from behind, taking his head off in one swipe. Anyway, before I get carried away, I have one question to ask:
1. Why don't you show people how to program games in your magazine? I would love to make some games but just don't know where to start.
Thanks for listening.
Stuart James, Swansea, W Glamorgan

● **What a brilliant idea, I'd love to go on the game. But do we really have to have Bash in it? He's such a clumsy oaf — though if he feels like taking a swipe at that scummy Scorelord, I'm right behind him! (Watch it, missy! And you, Mr James! — Scorelord.)**
1. As Bash said, we're planning a technical queries section, undoubtedly including a few programming tips. And at the risk of repeating myself, try reading 'Programming The Commodore 64', by Rae West.
Lash

ON ANOTHER PLANET

Dear Miss Whiplash
It's me again, Blip the alien! You know, that alien who won Letter Of The Month a wee while ago for reviewing the reviewers. Well, I'm back, and have I got news for you? Uh HUH!

I was zooming around earth in my blue Astro jet looking for the latest issue of ZZAP! when up on the screen hopped a picture of ZZAP! No 86, and below it appeared a message which read, 'press Return for one ZZAP!' So I pressed Return, thinking I was going to get my usual, brilliant, most favourite mag in the world, but how wrong I was! Thousands upon thousands of ZZAP!s came whizzing through my teleport-letterbox-type thing! I rubbed my eyes and then the screen of my onboard computer, and off the screen onto my hand came a lump of stale Glaxian Curry (4 nights ago's dinner!). YUGKK! It had been covering up part of the message which should have read, 'Press Return for 10,000 ZZAP!s'. I was blubbergasted, so I hit the thruster and went home.

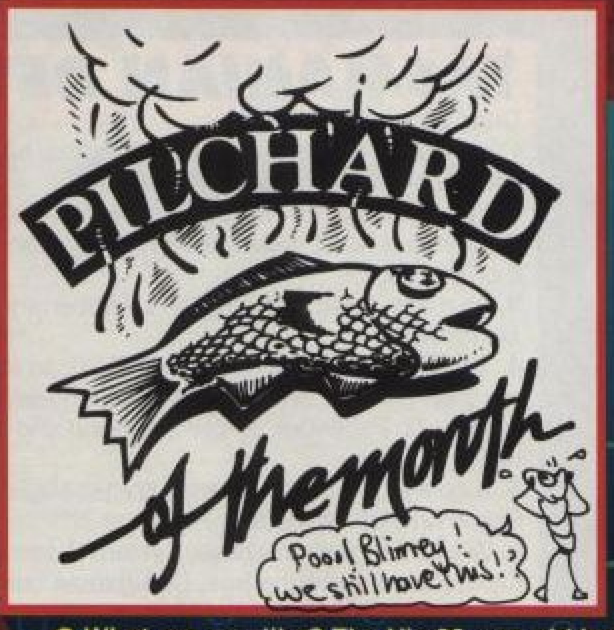
Some time later (on my own home soil, thank God!) I had a thought (I've had a lot of thoughts this letter!?) why not give all the ZZAP!s to the public of my planet? And that's what I did. Since then my people have taken Bash, Phil, Markie and of course you, Miss Whiplash, to their hearts (to their asses in Markie's case!).

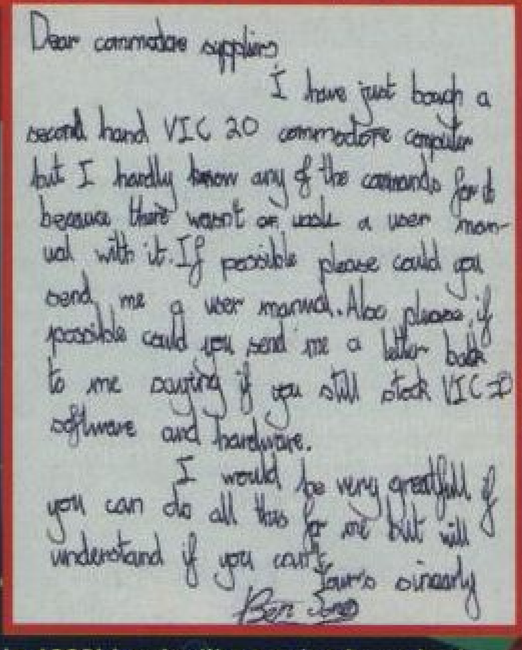
Now all the barber shops are called Bash the Barbers (I think they've taken him the wrong way!). All the bog rolls now have a picture of Mr Kendrick on them. There is a chain of shops called Whiplash Wunders which sell everything from whips to chains (nuff said!). Probably the most successful of all the ZZAP! crew is Phil: he is now a pin-up (!) and decorates the walls of bedrooms everywhere. Ah well, here's some questions:
1. Is *Street Fighter 2* going to be released for the C64?
2. How would you sum up *Street Fighter* on the C64?
3. Are there any plans for *Creatures 3, Wrestlefest* or *Hit The Ice*?
4. Please can you return my Megatape 27 (it's been five months now).
Blip, c/o Scott Woodburn, Belfast, N Ireland

● **Whiplash Wunders, eh? Hmm, that gives me an idea...**
1. Yes, see this month's previews!
2. The least fun I've ever had smacking folks.
3. Not that we've heard of.
4. It must have got lost in the galactic post!
Lash

TEST BAN

Dear ZZAP!
On the day of writing this letter I've just put a fiver deposit on the *RoboCop 3* cartridge. But I don't know if it's any good, as I couldn't play it in the shop because they have no TV cable. So can you tell me if it's worth buying? They also have *Battle Command*, is that any good?




Dear commodore suppliers
I have just bough a second hand VIC 20 commodore computer but I hardly know any of the commands for it because there wasn't or isn't a user manual with it. If possible please could you send me a user manual. Also please if possible could you send me a letter back to me saying if you still stock VIC 20 software and hardware.
I would be very greatfull if you can do all this for me but will understand if you can't. Yours sincerely

● **What are you like? The Vic 20 was old hat in 1983! Looks like you've been had, mate. And what's all this 'Commodore suppliers' lark? We're a flippin' magazine, chum, and a C64-only one at that. However, by a strange turn of fate, we received a letter from an Aussie chap running a Commodore club that also covers the Vic 20. His address is somewhere on these pages.**
Bash

I've owned m[y] computer fo[r] two years now, never took interest in additional hardware, eg disk drives. I just used my computer for games, not else. But what I'd like to know is: Are 5.25-inch disk drives slow? If so, how slow? And can yo[u] buy a full range of software for the 3.5-inch dis[k] drive?
Noel Grace, Cavan, Ireland
PS. Can you get *WWF Wrestlemania* on cart?

I LOVE YOU, CATHERINE

Dirty little devil!

Dear Miss Whiplash
I think ZZAP! is a brilliant mag and Commod[ore] Format is crap.
Now on with the questions:
1. Is *Bart Vs The Space Mutants* coming out [on] cartridge?
2. Is *Lemmings* coming out on the Commodore?
3. I have been looking for *Chuck Rock* since [I] knew it was out. Please, can you tell me whe[re I] can get it?
4. *Steg* should get 94%, not the 87% Phil an[d] Corky gave it.
5. Miss Whiplash, what's your first name?
Gary Boakes, Houghton Regis, Be
PS. This the the sixth time I have written, so please print it.
PPS. I fancy this girl in my class. She also reads ZZAP!. So can you put 'I love you, Catherine' so she can read it? Please!

● **Aw, what a little romantic you are! I ho[pe] it works.**
1. No, as Nintendo own sole cartridge rights.
2. Yes, eventually.
3. Try ringing Europress Direct (plug, plug) on 051 357 2961.
4. You're entitled to your opinion.
5. Ah, I only tell my closest companions.
Lash



have the tape and think it's brill, but the loading takes too long for me.

● ***RoboCop 3* and *Battle Command* are both great games, but if you ask me, the shop are giving you a pretty lame excuse. No TV cable indeed!**

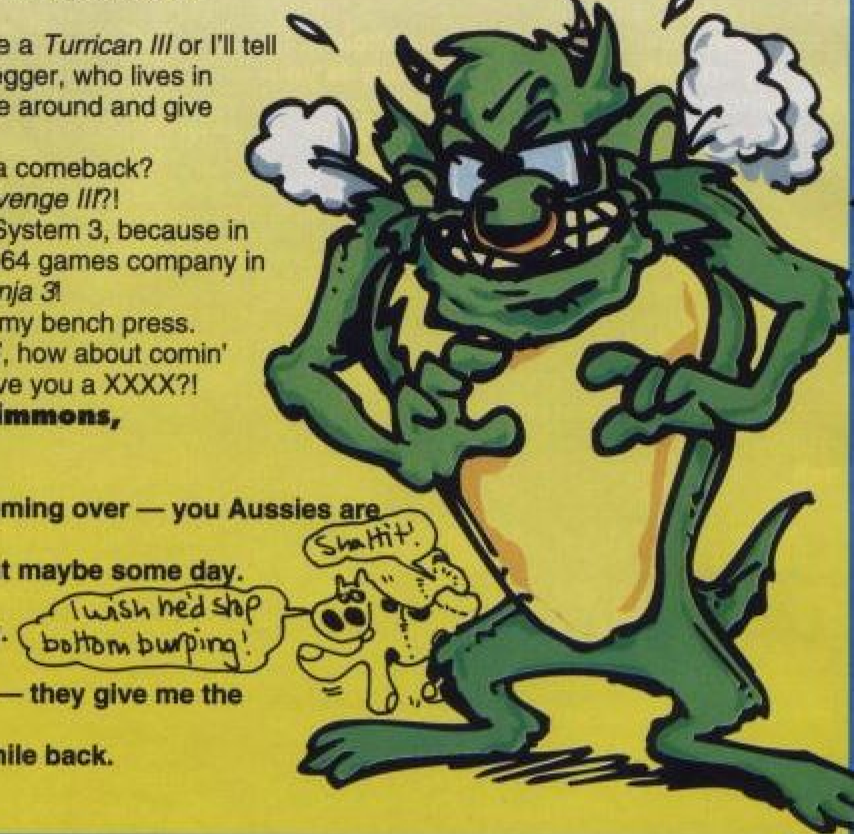
5.25-inch drives are okay as long as the disks use a decent fastload system — most do. Sadly there's hardly any software on 3.5-inch.

***WWF* isn't available on cart — licence-holders Nintendo won't permit cartridges on any other formats but their own. That's also why *Bart Simpson* isn't on C64 cart.**
Bash

TASMANIAN DEVIL

Dear Whiplash Whispers
I suppose this letter won't get published, but I have to say ZZAP! is the best C64 mag in the galaxy. Now for some questions.
1. Will System 3 be making a *Last Ninja IV*?
2. Novagen have released *Mercenary II* on other computers, will they ever release it on C64 or put it on cartridge?
3. Also any news on Novagen's *Mercenary III: Universe*?
4. Tell Manfred Trenz to make a *Turrican III* or I'll tell my friend Arnold Schwarzenegger, who lives in the Pacific Palisades, to come around and give him a spanking.
5. Also will Jeff Minter make a comeback? Come on Jeff, how about *Revenge III*?!
6. Will ZZAP! ever interview System 3, because in my opinion they're the best C64 games company in the world, just look at *Last Ninja 3*!

Well, I'd better get back to my bench press. Oh, you're kinda cute Miss W, how about comin' over to Aussie land and I'll give you a XXXX?!
David 'Triphammer' Simmons, Tasmania, Australia



● **I don't think I'll bother coming over — you Aussies are full of XXXX!**
1. Not in the near future, but maybe some day.
2. Sadly not.
3. No, but it'll be 16-bit only.
4. It wouldn't frighten me.
5. Oh no, not more camels — they give me the hump!
6. We did one with 'em a while back.
Lash

SELLING IDEAS

Dear ZZAP!
I've got loads of questions to ask you:
1. One night I loaded up *Predator* and it got to the title screen and said press fire to begin. So I did, but all it did was carry on loading it. I did this time and time again until I started headbutting the C64 out the window. What shall I do to play this game?
2. Is *Prince Of Persia* out on the C64?
3. Will there be plans for a C64 console to compete with the Nintendo and Sega 8-bit. I personally find Sega games too easy to complete.
4. CF's ratings are very poor. How can they put down the *Last Ninja* as they did in Issue 20?
5. How fat is Phil?
6. Tell Corky to get some tips for games like *Turrican*, *Barbarian 2*, *Baal* and *Dragon Ninja*.
7. Why don't you lot at ZZAP! get a bit where the readers review their best and worst games?
8. Why is there a lack of cartridge games on the C64?
9. Could I send diagrams and ideas for games to top companies and be rewarded if the ideas are used?
10. Is the C64 version of *Shadow Of The Beast* any good? The Amiga version is brilliant.

Here are my top 10 games at the moment.
1. Speedball 2
2. Last Ninja 2
3. Turrican
4. The Addams Family
5. Double Dragon 3
6. First Samurai
7. Rubicon
8. Target Renegade
9. Bug Bomber
10. Maze Mania

Yes, these are my faves, though I haven't seen many C64 games as I've only had my computer since January, but ZZAP! Megatapes have me occupied. I've especially enjoyed *Paradroid* and *Emlyn Hughes*, although the latter didn't have league or cup options which was sad as the games are over far too quick. I agree with your rating for this game. 90% is perfect, unlike CF who would probably give it 15% or something. I must go now, me eggs are boiling!!!
Lee Rimmer, Litherland, Liverpool
PS. I desperately need the answer to question 9.

● **1. Sounds dud to me, I'd get a replacement.**
2. No.
3. You what? The C64's better than both those 8-bit consoles, and the games are a helluva lot cheaper. I'm fed up with this myth that consoles are automatically technically superior to computers. It just isn't true.
4. They have the right to their own opinion, even if most of us disagree.
5. He's so fat, he can hardly get through the office double doors. It's got so bad besides the fact that at his current size increase rate, in 1994 the Earth will orbit around Phil's belly, he's gone on another diet: no chips! He'll never keep it up!
6. I'll whip him into shape (whether it'll be vaguely human, I don't know).
7. Many readers express their opinions on games on the letters pages — especially if they disagree strongly with a review.
8. I reckon it was the big retailers' fault — they wouldn't allow enough shelf space for C64 carts, and so not enough people bought 'em.
9. A bit of a tricky one, that. If you're not careful, some unscrupulous folks might nick all your ideas. Make sure you can back up your copyright first, by putting your designs in an envelope and asking your local bank to store it.
10. It's technically excellent, but I never liked the original Amiga game that much.
Lash

IT'S IN THE POST

Dear Bash,
I'm writing to you about my problems with a software mail-order company. It started when I ordered *Space Gun* on disk. The company told me it would take a week to get to me. A week went by and nothing arrived. So I phoned them up and they said they were out of stock and it would take another week to come. After waiting another week and nothing coming, I phoned them up to see what was going on. They said they were still out of stock. So I changed my order, I got *Super Space Invaders* instead; it took three days to come.

After a couple of months, I ordered *Creatures 2* on disk. They said again it would take a week. So I waited and waited and waited. Then I phoned them up. They said that there was a waiting list for the game, and it could take up to a MONTH. The point was, I had already been waiting three weeks for it.

I tried another mail-order company and they said it would take two weeks, because the main software wholesaler was out of stock and were waiting for Thalamus to send some more. At this time I was really angry, so I decided to phone Thalamus. The woman on the other end was so helpful. She said that they had loads of *Creatures 2* on disk in stock. So I ordered one and received a copy within three days.

So if anybody is finding it hard to get a copy, you should phone Thalamus to get a copy like me. By the way it is a BRILLIANT GAME! The phone number is (0494) 474713.
David Garner, Dudley, West Midlands
PS. Great mag and I have been getting ZZAP! 64 from Issue 1. So I must be getting on a bit.

● **Fare thee well, yon elder. The wise old warlock Grondilf tells me that mail-order companies have to rely on their oracles. As a magazine like ZZAP! takes considerable time to appear on the shelves after being written, the mail-order firms have to guess which games will have been released by then, and list them as 'available' in their adverts. Inevitably some releases are delayed, like *Creatures 2*.**
Bash

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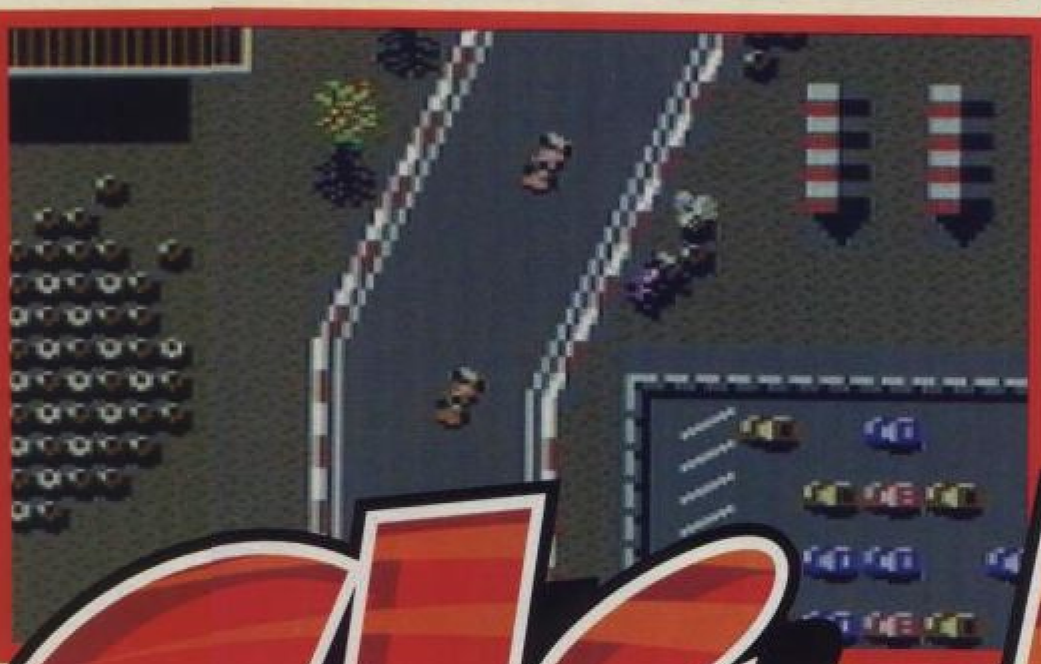
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Slicks

• CodeMasters £3.99 cassette



At last, thought PHIL 'GREASY QUIFF' KING, a Brylcrean computer game! But before he could slick bacl his strands, he was left h a cloud of smoke or the starting grid.

As if I havn't done enough racing this month.. No! No! No! I'm not doing it for less thai23 million dollars! What? That Brazilian chappill do it for free? Oh well, all right then...

Let's take a gcd look at this little motor's spec's. Hmm, loks pretty slick to me: multidirectionallyscrolling overhead view, Grand Prix seasn over six international circuits, practicenode, qualifying laps, two-player racing... ut how does it go?

The solo gam is incredibly compulsive. Climbing into yo Benetton car, wait for the red starting lights toırn green, push your pedal to the metal (or rater, finger to the fire button) and away you g

And very nippyour car is too, as you rotate it left/right to getound the smooth-scrolling track. Go too faround a corner and you drift wide — going op the grass slows you down; hit the tyre wall id your car spins off permanently. Th isn't too bad in qualification — you just startt the back of the grid — but in a race it means 1 automatic last place.

Part exchange

Doing well in races earns you Championship points, but you'd have a hard job winning anything in your Benetton. This is where the innovative challenge feature comes in. Before a race you can challenge any of the other five drivers. If you then beat that driver (whose car flashes continually) in the race, you swap cars with him.

Beating a higher-powered car takes some doing. Your opponent will have more speed on the straights, so time must be made up with efficient cornering. Excitement is added by the way you can usually bump your opponent on the starting grid, zoom way ahead, with him eventually using superior speed to catch you near the end of the race. You then need to do lots of defensive swerving and barging to stop him getting past.

Sometimes, drivers in worse cars will challenge you. As long as you don't crash, you should be all right — the main nuisance is that they prevent you from challenging anyone else.

Winning the World Championship certainly takes some doing, as our Nige knows, but if you do well one year you start the next with your current car. So even if you've no chance of winning this season, there's always something to keep playing for.

Driving duel

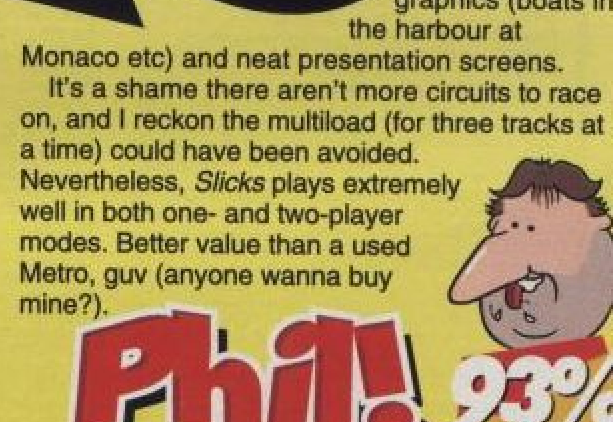
The two-player game is a real bonus, based on the one in Codies' *Micro Machines* on the Nintendo. It's a straight two-car duel with the drivers trying to get far enough ahead to scroll the other car off the screen, *Hot Rod* style. This removes one of the loser's lights and adds it to the winner's. This driving 'tug of war' is great fun, a real yo-yo battle of wills and skills that can go on for ages.

At first sight, *Slicks* looks old hat, but under the bonnet lurks a demon of a motor. Yes, we've all seen this style of game umpteen times before (as proved in my racing feature) but rarely has it been done quite so slickly (ho ho), with great trackside graphics (boats in the harbour at Monaco etc) and neat presentation screens.

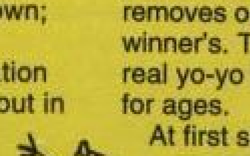
It's a shame there aren't more circuits to race on, and I reckon the multiload (for three tracks at a time) could have been avoided. Nevertheless, *Slicks* plays extremely well in both one- and two-player modes. Better value than a used Metro, guv (anyone wanna buy mine?).



Phil! 93%



• There's little room for overtaking as the cars go round a tight bend, so it's bump-'n'-barge time.











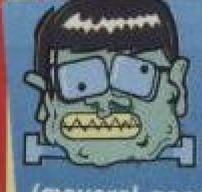


Corky!

● Excuse me while I kick this handy filing cabinet (several seconds of swearing and loud clanging sounds follow). That's better, I've now rid myself of all the aggression caused by playing *Slicks*. I know, I know, I normally love this game type, but there are two things that annoy me immensely here. The first is the narrowness of the tracks; there's barely enough room to swing a metaphorical cat. The second is, why didn't the programmer provide pointers to show where (and when) a bend appears? The tracks are tortuous enough without the player having to possess telepathic powers!

I suppose after a few games you do begin to learn the layouts of the different tracks, although this doesn't completely excuse the oversight. Graphically *Slicks* is competent — colourful backgrounds and small, neatly drawn sprites complement each other. Control of the car is tricky at first, especially considering the handicaps I pointed out earlier. But I reckon *Slicks* is just about worthy of consideration, especially as Phil loves it.

70%



TEST YOUR STRENGTH!

ZZAP!'s DING DONG!

SIZZLING! RINGING! TINGLING! FREEZING!

PRESENTATION
Multiload, but practice and two-player options **78%**

GRAPHICS
Tiny cars on smooth-scrolling, detailed tracks **85%**

SOUND
An okay title tune but with weedy engine effects **68%**

HOOKABILITY
Simple racing action which is instantly appealing **85%**

LASTABILITY
Championship and duelings maintain interest **80%**

OVERALL STRIKE! 82%

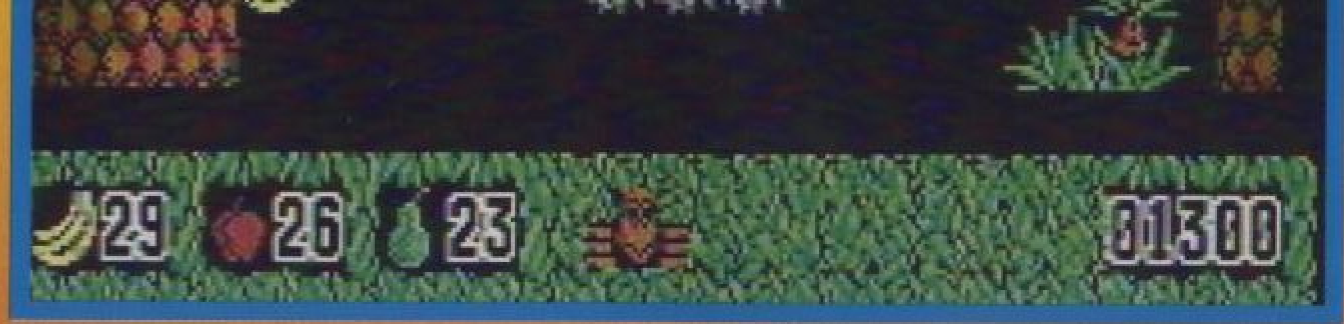
(come on Corky, we know you video it! — Ed).

They live at number 3, Tree Street, Chimpton with their Mum, Dad and Gran (...told you! — Ed), and their latest bogus journey starts when mum asks them to go to the forest and collect fruit for the pie she's making (oh frag, the mention of food again). The instructions we received state that Mash is supposed to lob some really big mud pies down from the tree-tops, clearing the way for good ol' (gullible) Bangers to grab the goodies. In practice, though, this is far from accurate; only Bangers ever appears on screen, his mud (pie) slingin' mate being conspicuous only by his absence! Hmm...

King of the swingers

Typically, Bangers has more than pie fillings to worry about. Living in the forest is an evil old Witch named Snitchnose, who hates anyone disturbing her peace. She controls an army of despicable creatures who like nothing better than annihilating annoying apes. The attacking creatures include hedgehogs, chimp-eating plants, ghosts, skeletons and Snitchnose herself on her magical broom. Our chimp pal ain't defenceless though: he holds an unlimited supply of mud pies to sling at attackers.

The fruit's found lying around the screens (which scroll when you're going up or down, but merely flick horizontally), along with diamonds — for bonus points and to impress







Bangers and Mash

• Alternative Software, £3.99 cassette

The boffins reckon that humans and apes descended from a common ancestor. The proof of the pudding (as they say) is represented by MARK 'TEA PARTY' CASWELL. Now where's my cup of PG Tips...

Oh Gawd, even the title of this game's making me hungry, it's half past ten in the morning and I'm starving. But ignoring my rumbling tum (7.3 on the Richter Scale), I'll bravely carry on with the *Bangers And Mash* review.

The heroes of the game are chimpanzees: Bangers and his brother Mash (so named 'coz the midwife accidently sat on him when he was born), are apparently the subject of a children's TV show, so I suppose you'd call this a lisence the girlies with! Also watch out for flowers: there are four types but not all are helpful. White ones act like smart bombs, purple ones give bonus points, blue flowers temporarily reverse controls and red ones kill our hero (although all mention of these was also missing from our instruction sheet!).

In the status panel there's a section with icons for the three different types of fruit. When all the counters hit zero, it's time to move onto the next level (accessed via reaching the top of the screen), and battle more of Snitchnose's troops.

I love the PG Tips ads on the TV, and have a soft spot for chimpanzees in general, so I loaded *Bangers And Mash* with high hopes. Sadly, though, I ended up disappointed. Graphically the game's pretty horrid, the sprites are colourful but blocky (is the main sprite a chimp or a deformed human?).

The collect-'em-up element is simple enough, but the evil denizens are overly enthusiastic in their ape-bashing task. This is very frustrating and will no doubt put a lot of people off, and I'm not really sure it's worth carrying on. Time after time your character dies at the hands of Snitchnose and crew, and you feel like dropping your C64 from the tallest tree you can climb! If you have the patience of several saints, take a look at *Bangers And Mash*. The rest of us will just have to continue chewing the furniture.



Corky! 59%



Phil!

• I thought you always chewed furniture, Corky! But seriously, this game is very frustrating. Miss a platform and you often fall down an annoyingly long distance. There's also a problem when jumping up into the unknown — you often bump into a previously unseen baddie. It's a bit of a shame as otherwise the action's not that bad; a sort of ultra-simplified *Rainbow Islands* without the rainbows! Apart from the frustration, the main problem is lack of motivation — collecting all that fruit seems pretty pointless, especially to a chip lover like me!

48%

TEST YOUR STRENGTH!

PRESENTATION
Like the rest of the game it's pretty bog standard **50%**

GRAPHICS
Colourful, but definitely on the Lego-brick side **65%**

SOUND
Bland title and in-game tune, bog-standard sound FX **60%**

HOOKABILITY
The rapidity of death is a right bit annoying **55%**

LASTABILITY
It really is a case of tearing you hair out! **52%**

ZZAP'S DING DONG! — SIZZLING! RINGING! TINGLING! FREEZING!

OVERALL STRIKE! 53%



• Woooo! Watch out for that ghost, he'll scare the sheet out of you! Hit him with your mud pies and grab those tasty bananas. Collect all the fruit as you climb up the platforms to the top of the tree.



Duckul

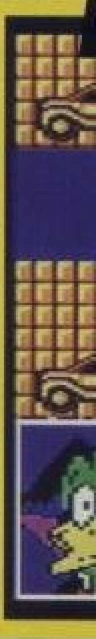
● Alternative, £3.99 cassette only

Can *Duckula II* 'quack' it as a budget game, or is it out for the 'count'? Has MARK 'RHESUS NEGATIVE' CASWELL gone completely 'quackers'? Can we shut him up long enough to write the chuffing review? Read on and find out...

Vampires are a great laugh, aren't they? They're immortal, completely immoral and the owners of a set of choppers the big bad wolf'd be proud of. But I can't understand why they bite beautiful young maidens on the neck — it's not what I'd do.

Ahem, but back to the review... deep in the heart of Transylvania stands a castle. It's not just any old castle though, it's the home of Count Duckula, last in a long line of bloodthirsty vampires who for centuries wreaked havoc in the local villages.





● Above: Jack must be outta his box if he thinks he can thwart the feathered fellow. Below: The Count soldiers on!

Fangs ain't what they used to be

The Count held the peasants in the grip of an iron glove, but as in all good B-movies he was staked to death by angry peasants. He can only be brought back to life once every hundred years, and one dark and thundery night saw the hundredth anniversary of his demise. But Igor, his manservant, used tomato ketchup instead of the ol' motion lotion when bringing him back to life. Count Duckula was

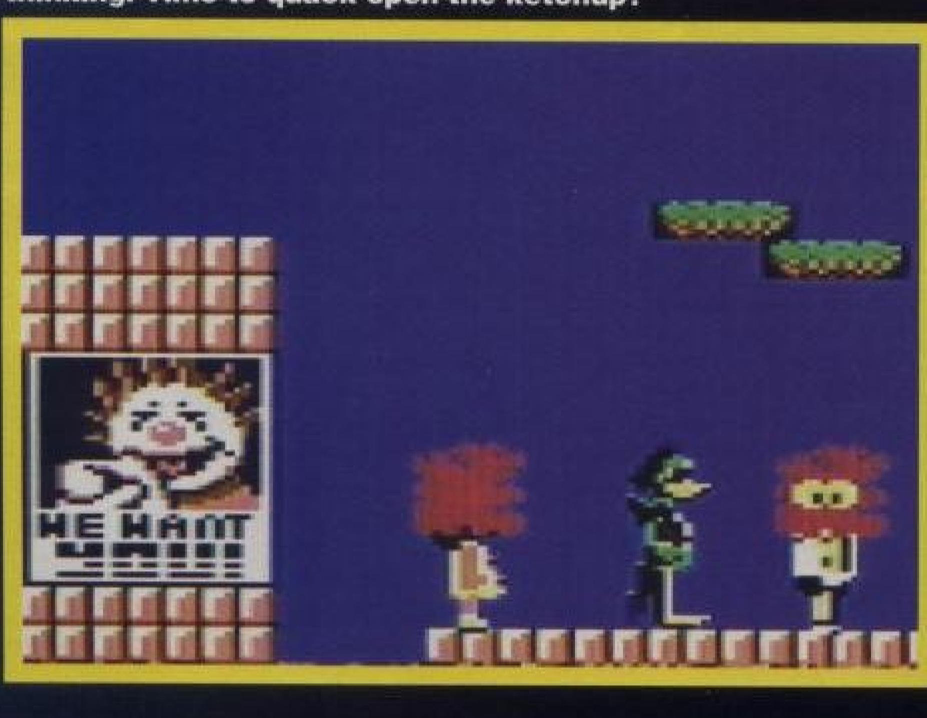


● Above: Duckula's castle rockets into space, avoiding meteors and satellites galore. Below: Caught in a tricky bit, the Count calls for his hero Terrific Terence – who zooms to the rescue!



● Count-down to disaster! Caught between a couple of, er, gonk-type thingies our hero's gonna have to do some quack thinking! Time to quack open the ketchup?

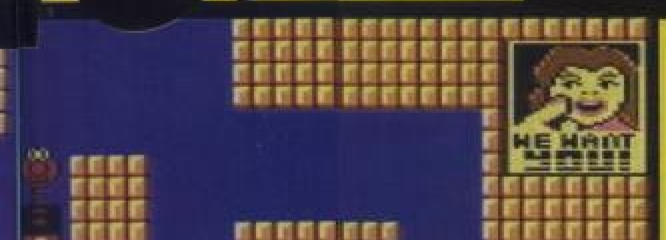








● When I die don't you bury me at all, just nail my bones up on the wall — and beneath my bones let these words be seen: 'This is the bopping gear of a rocking machine!'



● Boinggg! These jack-in-the-box critters are a menace indeed – you can Count on it!



the result, a vegetarian vampire duck who, at night, turns into a bat and steals your spuds (not quite the same, is it?).

The game starts when Duckula, Nanny and Igor are on one of Castle Duckula's turrets, sampling Nanny's latest home-made potion. This is to celebrate Duckula collecting his first cereal packet top. He's collecting several squillion to send off for a Tremendous Terence Super Hero Helmet, so he can be just like his hero. Meanwhile Duckula's arch rival, the vampire hunter Von Goosewing, has fixed a rocket to the turret the unfortunate trio are standing on.

The result is Duckula and Co being launched into space, and straight into an asteroid field. The turret moves vertically up the screen, while asteroids and satellites zoom downward on a collision course. Nifty navigating is needed to avoid the rogue objects, or if you're feeling violent you could try zapping the asteroids with the turret's lightning conductor. At the end of the level, Duckula's hero Tremendous Terence smashes his spaceship into the turret (worra wally), causing it to crash-land on a nearby planet.

Lost in space

The turret loses its lightning conductor in the process, so the player must guide Duckula on a search for it. There are plenty of cute denizens trying to whack Duckula over the bonce and turn him into a cuddly little critter. Luckily he can fight back: collecting ketchup bottles means he can spray baddies with red sauce to stun 'em.

Also, by collecting cereal packet tops, Duckula can become like his hero for a short time. The real Tremendous Terence can even be called on to help, a limited number of times.

So grab that lightning conductor and zoom off home, a steaming glass of Nanny's potion is waiting for you. And you may just be able to get your own back on Herr Von Goosewing.

If someone tortures me horribly, I'll admit to watching the TV series a few times (oh all right, it's one of my favourite cartoons). I suspect *Duckula II*'s aimed at a younger audience than me (an old fart who's pushing three decades — Ed). The first section's easy to complete: after a couple of head-on collisions with the asteroids, I dodged them expertly.

The second part is just as simple, with the only problem in the timing of jumps across moving platforms. There are a lot of teddy bears, toy soldiers, jack-in-the-boxes, etc around, but a quick squirt of the ol' tomato ketchup soon disposes of them.

The younger end of the C64 market should at least consider buying *Duckula II*, but for seasoned games players it's a tad too easy.



Corky! 63%

Ian!



● Oh woe is me! I really wanted to like *Duckula*, but at the end of the day there's just too little to it.

The asteroid section's great — the animation of the cartoon characters faces next to the score panel is so fluid it could have been digitised from the TV! The platform bit's good too, but once you've finished it, that's it — no more game!

Zeppelin pitched their game at the younger end of the market and succeeded admirably in creating a simple yet playable game. With a couple more sub-games it would've been a steal, but as it stands there's just not enough here to justify splashing out on.

46%

TEST YOUR STRENGTH!

ZZAP'S DING DONG!

PRESENTATION
This is really nothing out of the ordinary **50%**

GRAPHICS
A tad blocky, but the main characters are recognisable **65%**

SOUND
Passable rendition of the TV title tune and spot effects **64%**

HOOKABILITY
This game is really, really easy to get into... **69%**

LASTABILITY
...but too easy to complete the entire thing! **51%**

FREEZING! TINGLING! RINGING! SIZZLING!

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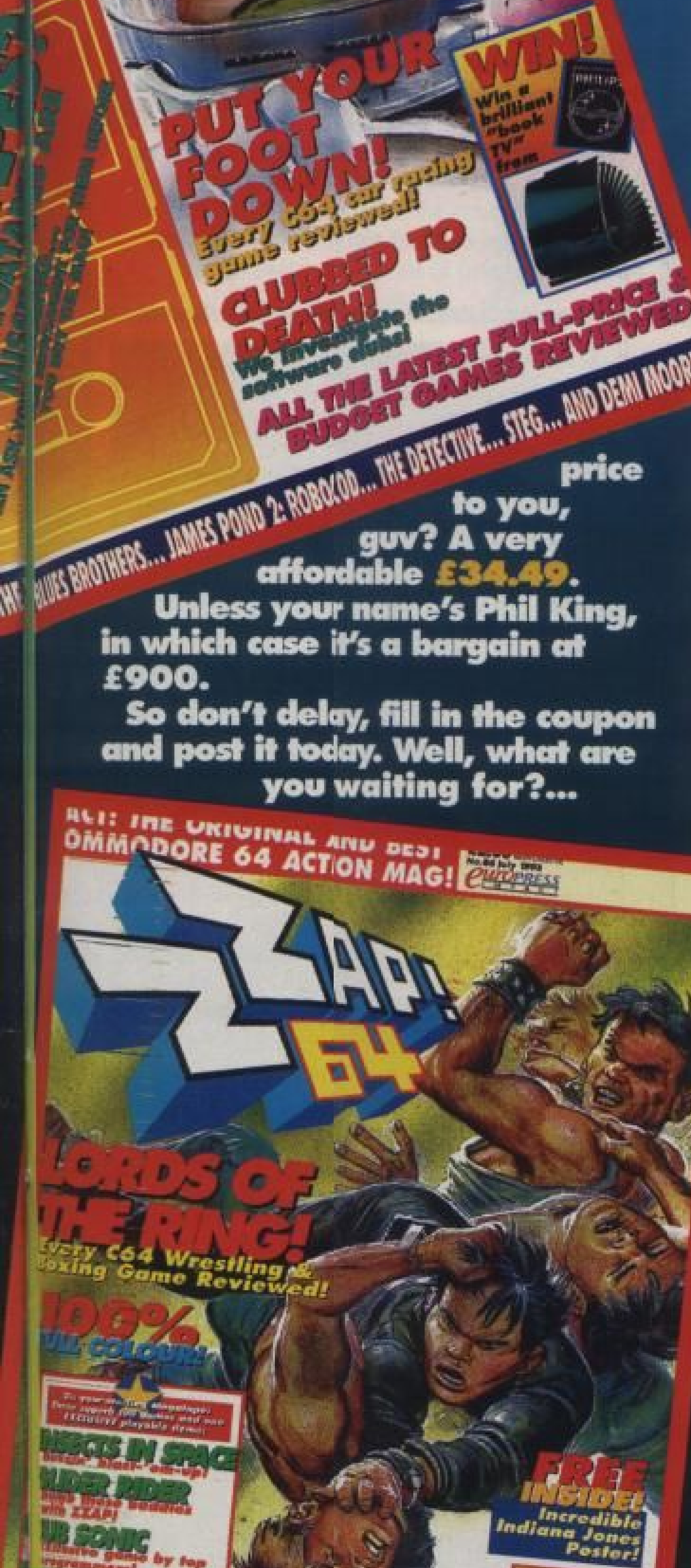
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Flashback

JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH

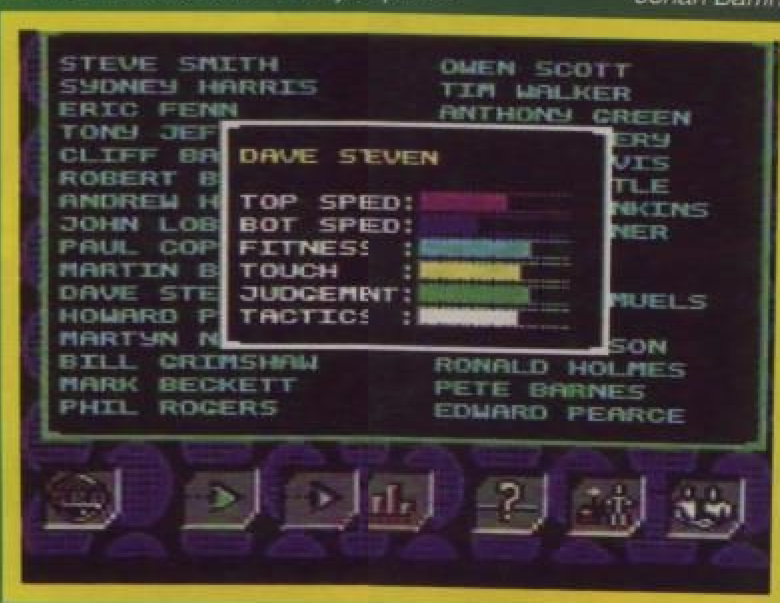
• Kixx, £3.99 cassette

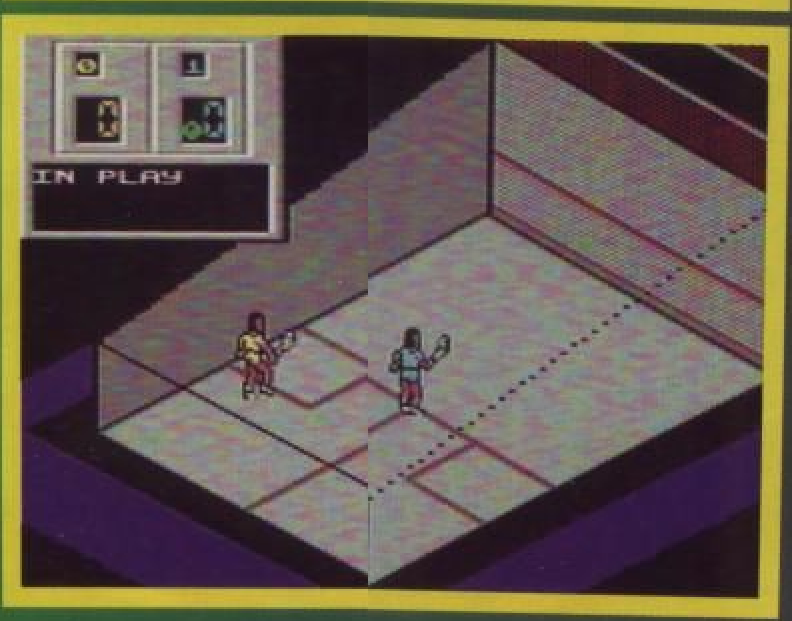
IAN 'UNFIT TO LIVE' OSBORNE makes an awful racket as he knocks his ball against a wall...

Is this man the greatest spcting superstar ever? World champion at 1' and veteran of 500 matches over a six-year period undefeated, no-one, but NO-ONE has dominated a sport like Jahangir has squash (Corky comes top of the Essex and District Trainspotter's Sumo League every year, but as he's the only member it doesn't count). So will the game that bears his name live up to his illustrious reputation, or will it, like his opponents, be left behind?

Despite being one of the oldest computer games ever, squash isn't very well covered on the C64. From the dawn of time there's *Pong*, a ridiculously simple bat-and-ball tennis sim that spawned football and squash variants. *Jonah Barrington's Squash* hit the shelves in 1985, though it didn't exactly set the world alight, then came *Jahangir Khan*...

Back in issue 76 Stu and Phil argued, 'However good a squash sim is, it'll never be a killer game as the sport doesn't convert that well'. They're right I suppose, but I love *Jahangir* to death!





Squash opponents

As comprehensive a sim as you could want, both world and club tournaments are on offer depending on which side of the tape you load. A tournament is divided into eight stages, each a sort of mini-league in which four to six players compete — everyone plays everyone else, then the top two players are promoted, the bottom two going down. If that fails to grab you, try the knockout cup challenge!

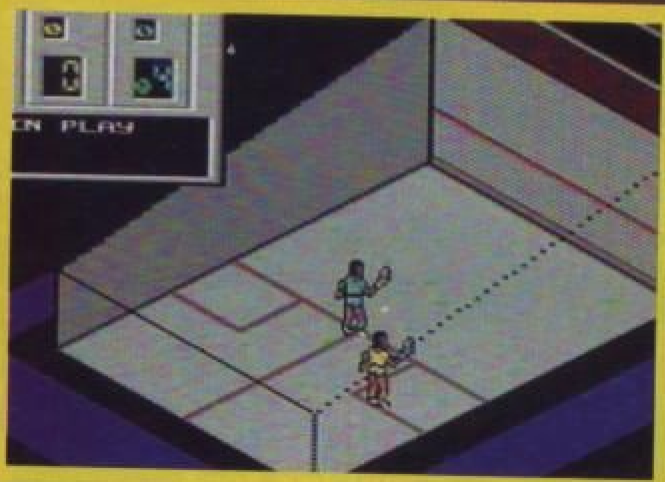
Each player has six individual stats, including stamina, speed, tactics and judgement — win a match and you can upgrade one of 'em. Any number of human bods can muck in, and if you're really sad you can watch two computer players compete. Several types of squash ball are offered, ranging from not-very-bouncy to very-bouncy-indeed. The bouncier the ball, the more time you get to react.

Balls To The Wall

Don't know the rules of squash? No worries!

There are three horizontal lines on the far wall of the squash court — a serve must hit the wall above the middle one, and below the topmost line, then land in your opponent's area. After that the centre line can be ignored, and players merely have to bash the ball between the top and bottom lines, bouncing off the side and rear walls any number of times but only hitting the floor once.

Win a rally and you win a point or the serve — only the server can score. First player to score nine points wins the game, but if the score reaches eight-all the receiver has the option of playing to ten points instead.

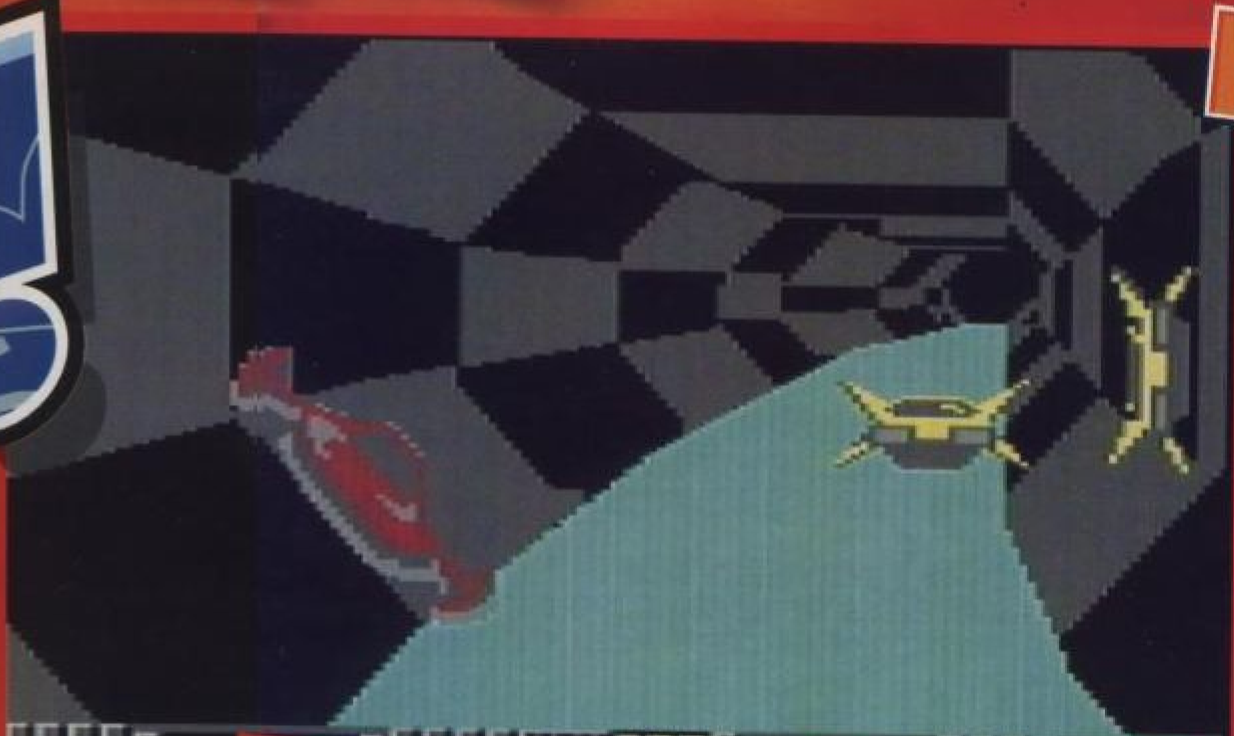


Needless to say all the options in the world wouldn't make up for poor gameplay, but no worries — *Jahangir* plays like a dream! Like all good racquet-sims the controls take a little getting used to at first, but once mastered they're simplicity itself — long rallies and intricate rebound shots soon become the norm. Players don't move very fast, but an accurate player-to-ball speed is maintained.

The most impressive thing about the game screen is the groovy animation — it really is superb! The players 'spin' racquets at the beginning to decide who serves first, and even shake hands before starting. If they 'collide' they just pass through each other, which is a good thing. Emulating squash's complex obstruction laws would've made the game unplayable.

For all its outstanding qualities, *Jahangir Khan World Championship Squash* is still limited by the restrictions of it's host sport — just how good can a squash sim be? A blinding game in its own right, it certainly worked for me, but won't appeal to everyone. Well worth the risk at four quid though!

Ian! 81%



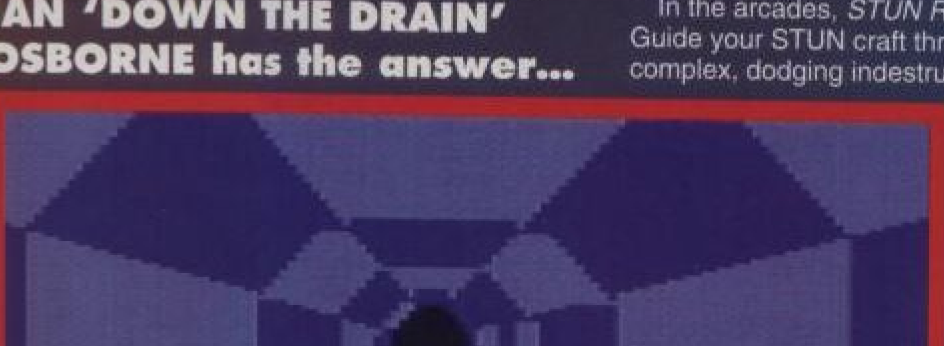
STUN RUNNER

• The Hit Squad, £3.99 cassette

Ever driven a red gobstopper through a maze of drone-infested tunnels? Do you want to? IAN 'DOWN THE DRAIN' OSBORNE has the answer...

Oh whoopie-flip, it's this pile of tosh again! Why haven't they got the message yet? As a full-priced outing it was in the bargain bins weeks after hitting the shelves, in the exceptionally weak *TNT 2* compilation it was still the traditional turkey, and now Ocean have bought it for their Hit Squad label! How bad does a game have to be before it disappears up its own backside in a puff of pixels?

In the arcades, *STUN Runner* was a fair game. Guide your STUN craft through a 24-level tunnel complex, dodging indestructible drones, blasting various baddies, and swerving frantically to avoid bomb-dropping flyers. Colliding with enemy vehicles doesn't harm your craft, but does slow you down.



Like a bobsleigh pilot you can ride the walls of the tunnels, sitting high on the turns to achieve maximum speed, hitting a turbo-boost pad increasing your speed to an amazing 900-odd mph. Ride over shockwave pads to collect a smart bomb, which can be activated whenever you please.



The need for speed

Although its 24 levels were far too samey to mak it a classic, the coin-op's blinding feeling of spee made it good for a few plays, especially the sit-o hydraulic version. Not so the C64 game — all the arcade elements are there, but it's so blimmin' boring! Robbed of the coin-op's mega-speed, design weaknesses are cruelly exposed, leaving gameplay that's thinner than Markie Kendrick's hair.

Acceleration is automatic, reducing the game t a simple left-right-fire outing. Your front-mounted blaster can be targeted on airborne or ground-hogging vehicles, but apart from this, aiming is a simple matter of making sure you're in line with the baddie before hitting fire. There's no choice o routes, no on-screen opponents to race, no terra hazards, no nothing really — just reach the end o the track within a certain time, then start all over again.

The graphics are awful — your high-powered super-duper racing craft looks like a curling stone with water wings, doing battle with assorted supermarket trolleys, Zimmer frames and a brick. The backgrounds look more like the backdrop for a badly filmed Pink Floyd concert than a futuristic tunnel, and give no feeling of speed at all — if it wasn't for your speedo you'd be hard-pressed to tell whether or not you're turbo-boosting. The sound's a joke too — ever sat in the middle of a lawn-mower factory while they were testing a new batch? Well it's just like that. And to cap it all, when the sprites come together there's a horrendous amount of character clash!

At the end of the day *STUN Runner* is a piddle-poor conversion of an impossible-to-convert coin-op — five minutes after loading, you'll have seen everything the game has to offer, and that's virtually sod all. A disaster on the C64, a bore on the Amiga, our only consolation is that the chronic Speccy version makes it look almost good!



Ian! 29%

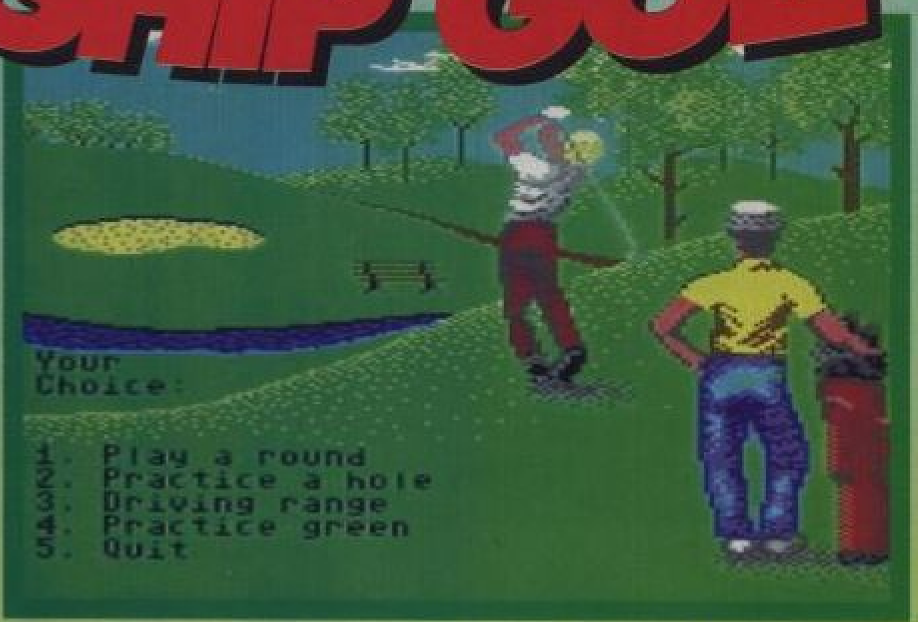
JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

● The Hit Squad, £3.99 cassette

'Albatross', 'Eagle', 'Birdie', 'Par' and 'Bogey', the golfing terminology's certainly confusing to Joe Public. But never fear 'coz MARK 'SLAZENGER' CASWELL's here to attempt an explanation of the finer points of a game where the 19th hole's the most important.

Apart from being a legendary golfer and having a VERY silly nickname (The Golden Bear), Jack Nicklaus is also a dab hand at designing golf courses. To prove this, 18 of his favourite holes have been bolted together to make a very playable golfing game. Up to four humans can participate, with an additional computer opponent ready to whup your ass if required.

A massive range of options includes two difficulty levels, stroke or matchplay, practice mode, driving range and practice green. There are two courses to choose from: Castle Pines and Desert Mountain.



Make your choices and it's onto the first hole. After a map view of the hole and a helpful hint from Jack, your golfer's shown at the tee. To the left is the power bar with various info below (number of hole, distance left to go, par etc). You can also adjust your aim and the type of the club used. It only remains to select a club, whizz the power bar into the red and whop the ball into orbit (mind that satellite, matey).





Hole lotta fun

It strikes me the old ZZAP! team were a bunch of moaning minnies: in my opinion *Jack Nicklaus* is worth a lot more than the 55% they awarded it in Issue 51. In their defence though, there were a lot of golfing games around at the time, not to mention the almost legendary *Leader Board*. Nowadays there aren't many new ball-whacking games about, so the field's open.

Anyway, *Jack Nicklaus* is just my cup of tee (tee hee!). Graphically the game's slightly blocky, but that's not too much of a pain in the posterior. What is pretty bad is the update time between screens, and the almost deafening silence. I thought I'd gone 'mutton Jeff' when I first started playing.

However, what really matters is playability, and that's where *Jack Nicklaus* scores high (or in golfing terms, should that be low?!). If you're tired of *Leader Board*, this is a good buy on budget. If you haven't got *Leaderboard*, it's an excellent purchase. And all for FOUR! quid...



Corky 85%

BADLANDS

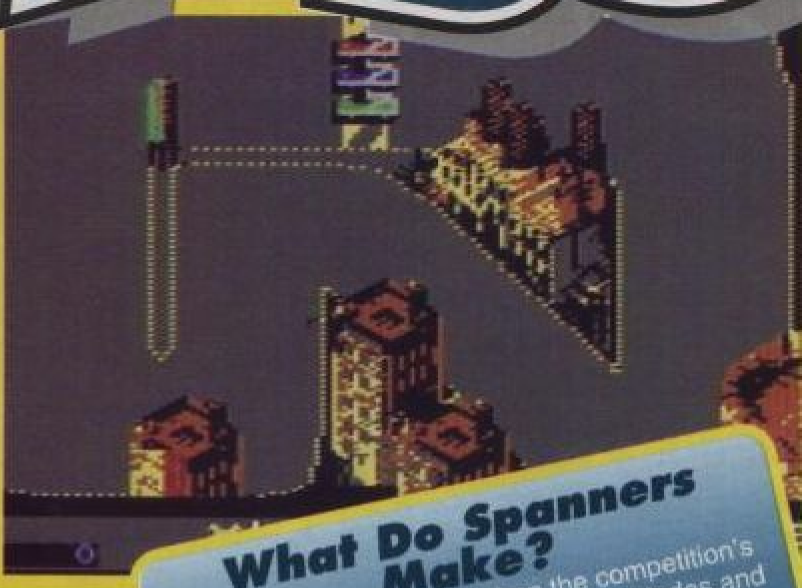
● The Hit Squad, £3.99 cassette

Debris is piled high in every direction, and rotting mounds of putrid gunge litter the floor: MARK 'TOXIC AVENGER' CASWELL's bedroom is a sight indeed, so we thought he'd feel right at home reviewing this post apocalyptic romp...

Super Sprint-style games have been around since the inception of the Commodore 64, and Issue 68 saw the arrival in the ZZAP! pit-stop of another one. Based on the Tengen coin-op of yesteryear, *Badlands* takes the player to a Mad Max-style post apocalyptic world. A vast nuclear war has devastated the planet we know, and created a radioactive hell (ie the ZZAP! office after Phil opens his lunch box).

But motor racing is still a popular pastime with the remnants of humanity. Violent contests are held in a zone called the 'Badlands'. Cars are armed and armoured and losers don't walk away (they're often stretchered off). There are eight single-screen, plan-view tracks and one or two players can participate. Each race is hotly contested by three cars (at least one computer-controlled), with four laps of the track needed to complete the current section.

The first couple of tracks are pretty straightforward, but they soon become very tortuous (slam on those anchors, buster). Added to the twisty route are other nasty surprises such as oil and water patches, death-defying jumps and spikes.



Spanner in the works

Also to be found scattered around are golden spanners — used to purchase missiles, tyres, turbos, speed and shields. The missiles are especially handy: they blow the frag out of other cars, so are best used when you're lagging behind.

When *Badlands* was first reviewed, the ZZAP! team of the day were less than impressed: 41% is, in my opinion, too low a mark. I get the feeling that neither Stu, Rob, Ph or Wozza like *Super Sprint*-style games (not true! — Phil), and this jaundiced their review.

I personally love racing games and found *Badlands* very playable. As with many games of this type, the car's initially frustrating to control. And this is what puts a lot of people off the genre but a bit of patience pays great dividends.

On the graphics front, *Badlands* is slightly on the blocky side, but this is nothing to really gripe about. You either love or hate this game type, an I love it.

Obstacles (of) Course

Oil — This spins your car around and is a real pain in the posterior.

Water — Slows down the player's car, this is bad news if you've streaked ahead of the opposition.

Spikes — These pop up in the most awkward spots, they can be very annoying if you're in the lead.

Jumps — These are like motorway flyovers without the centre section; keep your speed up and you'll get over 'em.

Moving Walls — More often than not these are useful as they provide a shortcut. But don't get caught in one as it closes.

What Do Spanners Make?

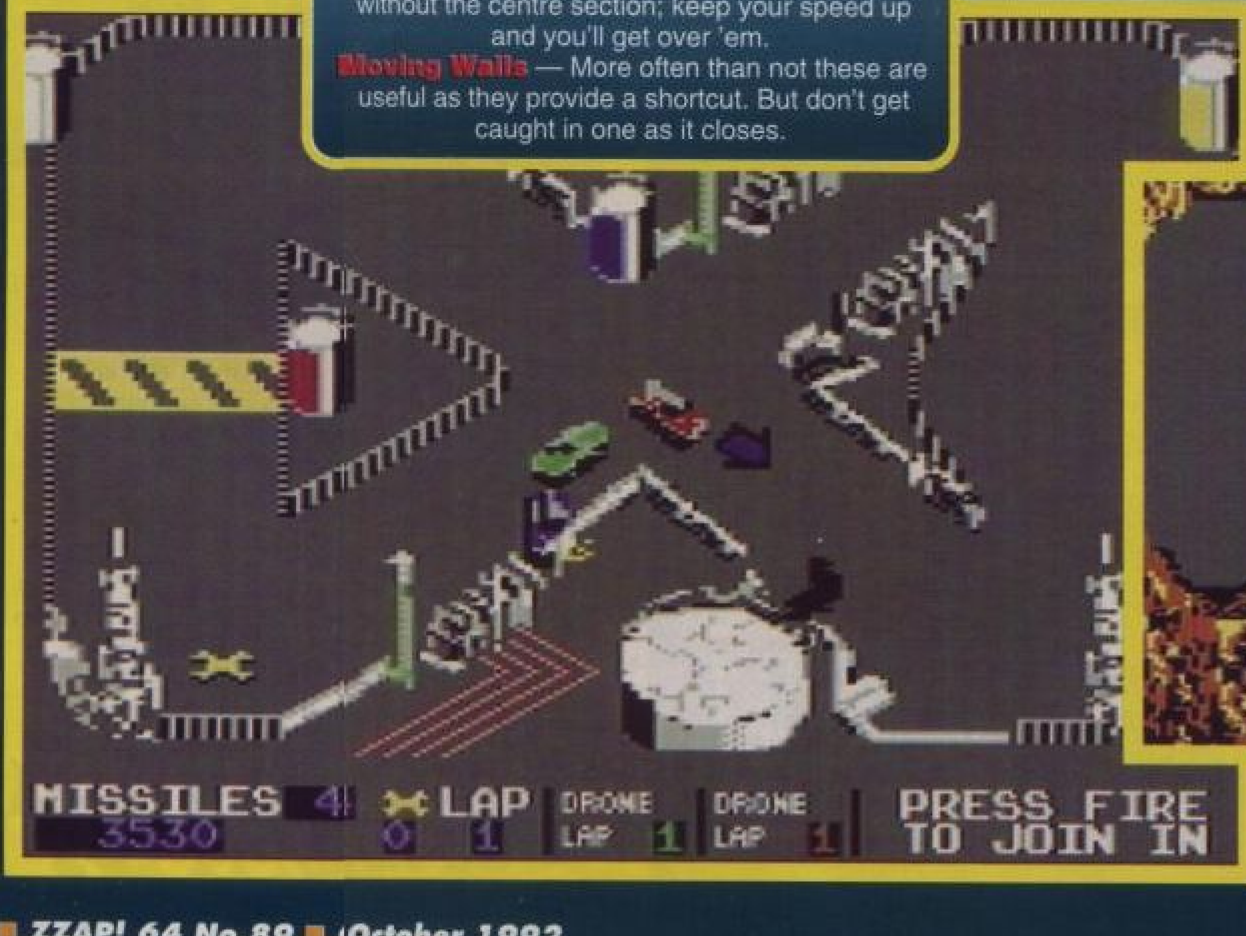
Missiles — Useful for when the competition's ahead of you: blast those suckers to Hades and back!

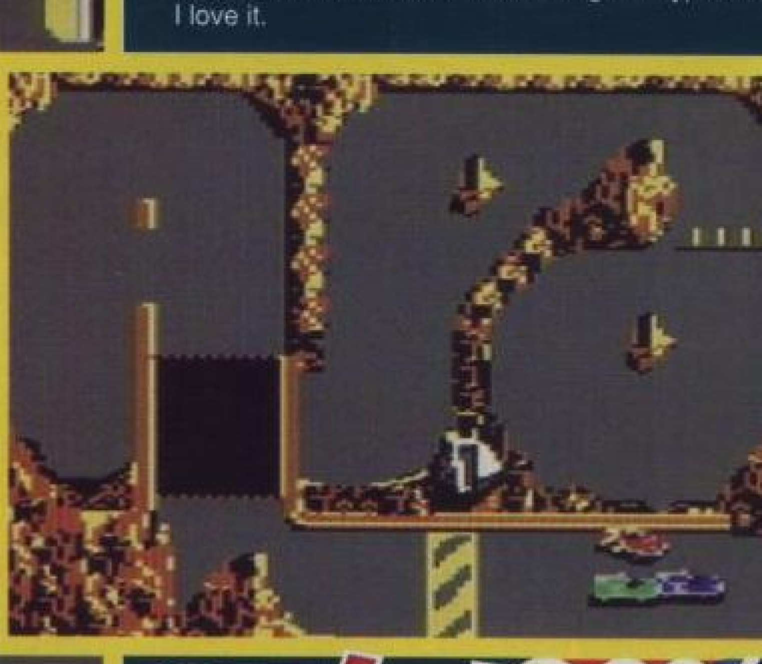
Tyres — These improve the road handling of your vehicle.

Turbo — For sheer power, collect this power-up.

Speed — This allows you to move like a bat out of hell from the starting grid.

Shields — These little beauties protect you fro anything the opposition chucks your way.





Corky! 80%

Strider 2

• Kixx, £3.99 cassette

An athletic superhero strides in to save the day — but is it enough to make IAN OSBORNE do cartwheels?





Sigh — superheroes never get any peace, do they? As soon as he's finished off the evil Red Lord, the powers-that-be send Strider on another difficult and dangerous mission — he didn't even get time to wash his tights!

Strider 2 has our cartwheeling buddy rescuing a world leader, kidnapped by a bunch of aliens. Exactly who this leader is hasn't been stated, but ZZAP! 64 can exclusively reveal that it's not Dan Quayle — if it were, the authorities would pay to get rid of him!

Standing between Strider and the pathetic politician are five baddie-filled levels: a space ship, two towers, underground caverns, a generating station, and finally the alien's base. Armed with a plasma sword and a two-bit peashooter, he's going to have to wield 'em effectively as there are no power-ups to improve 'em. To compensate for his feeble fire-power, Strider is endowed with incredible gymnastic abilities, enabling him to perform huge mid-air cartwheels, climb walls, and generally out-Olga-Korbutt Olga Korbutt!

Although gameplay leans heavily on its illustrious coin-op predecessor, *Strider 2* is not the game it should've been. It has a very linear, two-dimensional feel to it — walk along, slash a baddie, walk a bit further, hack another, etc. The nail-biting tension of the first Strider outing has gone, leaving a mega-monotonous plod-along in its wake. The aliens limp across the screen in the most predictable waves I've seen in ages, though perhaps 'waves' is the wrong word — 'orderly queues' would be nearer the mark.

Farcical fight

On finding the big end-of-level bar-steward, our hero turns into a robot — honest! Strength depends on how many energy pods you collected en route, and believe me, you'll need all the strength you can get. You can no longer jump, and sluggish movement makes tactical butchery impossible — you just stand toe-to-toe and exchange blows, and the first one to fall over loses!

Beat-'em-ups should be about finding a weakness in your opponent's armour, seeking out the best place from which to launch an attack, landing your blows and scarpering before he can deliver his, etc. Next to the likes of *Target Renegade*, *Strider 2* is just a button-bashing exercise.

The graphics are awful, virtually all the sprites drawn entirely in blue. The imaginative mix of Japanese, Islamic and European backdrops are gone, leaving a very average world that lacks bite and atmosphere. The main sprite animates well when leaping, but how he wields his sword without moving his hands is beyond me.

Sound is interesting enough, but the background muzak's been ripped straight from the original — couldn't they afford a new one?

Worst of all, to get the game to run at a reasonable speed the action is limited to the upper half of the screen, the rest being taken up by the control panel! This not only means that you're only getting half a game for your dosh, but it also makes it embarrassingly difficult — with such a small playing area you have very little time to react to anything, even the boring baddies offered here. And when you die you're unceremoniously deposited right at the beginning of the level! *Strider 2* is a missed opportunity.

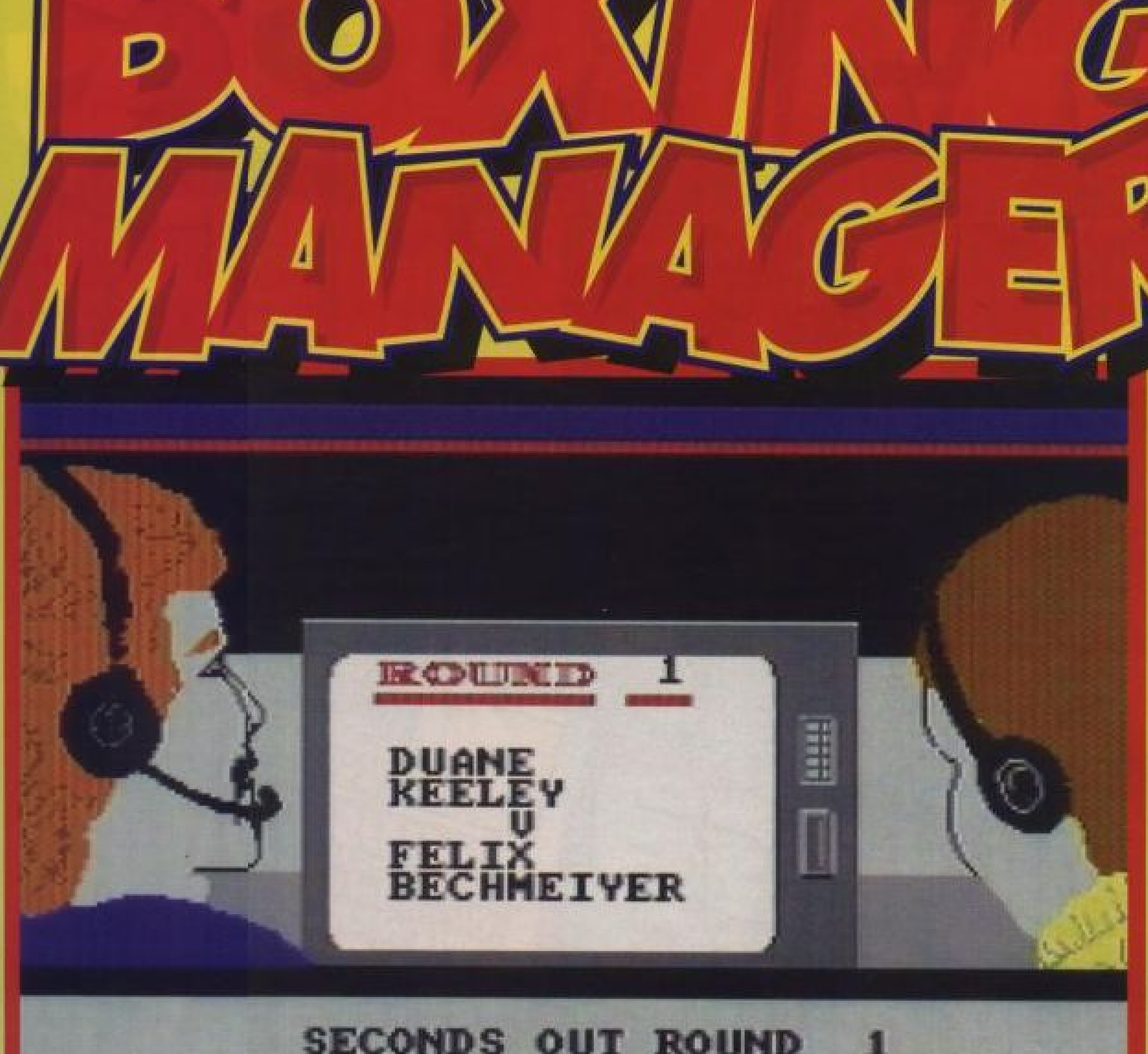


Ian! 42%


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WORLD CHAMPIONSHIP BOXING MANAGER





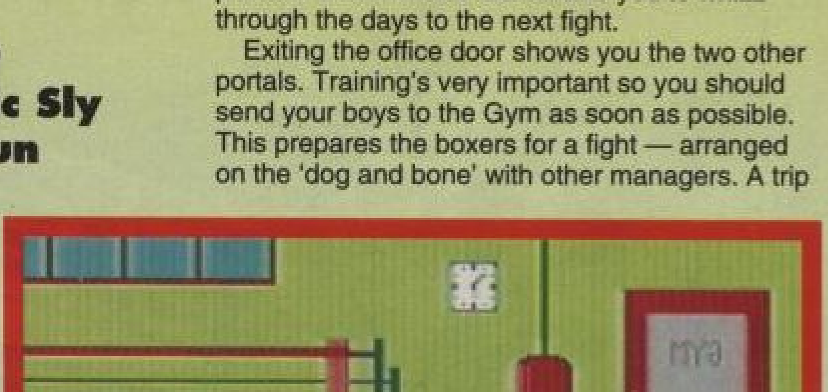
• GBH, £3.99 cassette only

Okay, let's get the old clichés out of the way, 'know what I mean 'Arry', 'I could've been a contender', and not forgetting the classic Sly Stallone quote, 'huun waan Rocky nuuh'. MARK 'BRAIN-DEAD' CASWELL throws in the towel (and the sponge, and the shower gel).

This game isn't strictly about the noble pugilistic sport of bashing another human's face to a bloody pulp. The player takes up the role of a boxing manager, controlling up to five fighters. As in all management games the player has decisions to make. In *World Championship Boxing Manager* you have three locations in which to make them: the Gym, Physio and the Office where the game begins.

A movable cursor highlights the available options. A filing cabinet holds various info on your boxers, a phone puts you in contact with other promoters and a calendar allows you to whizz through the days to the next fight.

Exiting the office door shows you the two other portals. Training's very important so you should send your boys to the Gym as soon as possible. This prepares the boxers for a fight — arranged on the 'dog and bone' with other managers. A trip to the Physio makes sure your boys are fighting fit. Fight night is always a Saturday and, whether your guys are fighting or not, you're invited to the ringside.



Seconds out

If you decide to watch a match, prepare to catch a few ZZZs. This is because the action is represented by a running text commentary. I personally think it's best to skip the match and grab the condensed highlights.

There are ten rounds per match, and between each you can decide which fighting style to use and tend to any wounds your guy has acquired. If a KO isn't achieved within the ten rounds, a judges' decision is sought. And so it goes on until your fighter becomes world champion, and beats the likes of Frank Bruno, Sugar Ray Leonard and Phil 'floats like a steam roller' King.

World Championship Boxing Manager isn't really my cup of proverbial tea. I don't mind some managerial type games but in this one there isn't a great deal to do. Training consists of choosing the amount of days to spend in the Gym, and in the Physio room you can only see the stats on the boxer's health. Not exactly action-packed!

The biggest excitement of the game is the actual boxing match — if you enjoy watching reams of text scroll up the page, that is. Train spotters will probably be the only people who'll buy this game; the rest of us will find watching an episode of Eldorado more rewarding.





Corky 36%

Put 'em up and fight yer wimp!

Corky's so brain dead that he thought Boxing was about packing up pressies!

SCORELORD

Greetings, primitive Earth worms. I don't think I'll ever understand you humans — especially that Whiplash woman. Whatever terrifying tortures I dream up for her in the ZZAP! dungeon, she always seems to enjoy them! I reckon if I blow up the whole planet, she'd be in ecstasy! But fear not, sad Earthlings: I am currently too amused by your pathetic 'sporting' antics. If the Olympics weren't silly enough, you're all raving (mad) about that Nigel bloke with the strange facial hair, trundling around in his old jalopy — on my home planet he'd be booked for holding up the traffic. Even our youngsters' toy cars go faster than that!
Never mind, maybe one day your species will evolve to 'sub-intelligent' status (though I personally doubt it). In the meantime, keep sending your scores to *The Scorelord, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*, or DIE LIKE A DOG!

ALLEYKAT (Megatape 26)
2,158,100 Richard Conroy, Hoscrea, Co Tipperary, Ireland
1,781,200 Wim Vahl, Kampen, Holland
1,700,100 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

ARNIE (Zeppelin)
43,000 Joanne Clark, Lincoln
32,760 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
24,200 Patrick Walsh, Formby, Merseyside

BOMBUZAL (Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,679,460 Patrick Walsh, Formby, Merseyside
3,455,830 (Completed) Iain McLaren, Anonyville

CJ'S ELEPHANT ANTICS (CodeMasters)
257,930 (Completed) Graham Keeling, Bournemouth, Dorset
257,434 Wim Vahl, Kampen, Holland
232,880 Matthew Withers, Crewe, Cheshire

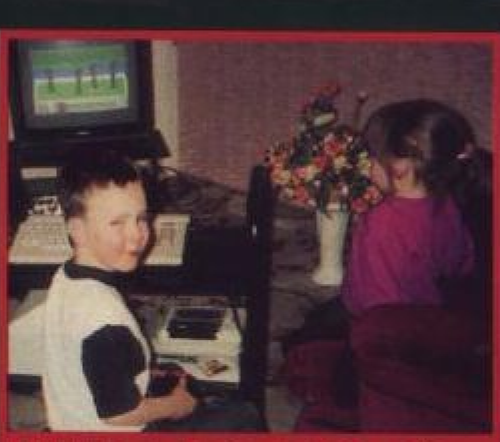
CREATURES (Thalamus)
33,760 (Completed) Aranda 'Fuzzy' Morrison, Northcliffe, Western Australia
25,790 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
22,434 (Completed) Graham Keeling, Bournemouth, Dorset



Patrick Walsh has sent in his mug shot and a whopping score of $23, 421, 000 for Super Off Road Racer. Pity that the wig has slipped though, you amoeba like creature!

CREATURES 2 (Thalamus)
61,140 (Completed) AN Other, Anonyville
39,920 (Completed) Aranda 'Fuzzy' Morrison, Northcliffe, Western Australia
36,925 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey

FLIMBO'S QUEST (Kixx)
350,200 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
317,130 (Completed) Arif Khan, New Malden, Surrey
278,045 (Completed) Steven Garcher, Stoke, Coventry



Little Pauly Wainwright has hit not only a corker on Rainbow Islands with a killer 4, 289, 880 – but has also got a little cracker of his own! Give her a kiss Pauly! Go on! Unless it's yer sis, o'course!

GRIBBLY'S DAY OUT (Megatape 25)
9,000 Andy 'Toilet Head' Manx, Louth, Lincs
7,325 Graham Keeling, Bournemouth, Dorset
4,325 Patrick Walsh, Formby, Merseyside

HUDSON HAWK (Ocean)
50,215 AN Other, Anonyville
47,375 Chris Hutchinsonm Horncastle, Lincs
41,375 Danny G, Dalton-In-Furness, Cumbria

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronix)
$23,421,000 Patrick Walsh, Formby, Merseyside
$20,380,030 Brian Gabriel, Blarney, Co Cork, Eire
$19,760,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

KLAX (The Hit Squad)
7,960,846 (Wave 90) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
7.957,321 (Wave 91) Andy 'Toilet Head' Manx, Louth, Lincs
7,842,848 Joanne Clark, Lincoln

MIDNIGHT RESISTANCE (The Hit Squad)
12,150,500 (Completed) Joanne Clark, Lincoln
11,150,500 (Completed) Matthew Dainty, Shrewsbury, Shrops
1,650,010 (Completed) Stuart Taylor, Tettenhall, Wolverhampton

MRS MOP (Megatape 28)
4,615,600 Joanne Clark, Lincoln
3,615,600 Nicola Orbell, Hedingham, Essex

NARC (The Hit Squad)
2,003,150 (Completed) John Wilson, Camberley, Surrey
2,001,750 (Completed) Patrick Walsh, Formby, Merseyside
2,001,150 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

NAVY S.E.A.L.S (Ocean)
239,240 (Completed) Andy 'Toilet Head' Manx, Louth, Lincs
234,212 (Completed) Patrick Walsh, Formby, Merseyside
233,240 John Whyte, Kilsyth, Glasgow

PANG (Ocean)
830,473 Aland Healy, North Strand, Ireland
700,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
633,345 Paul Cardno, Formby, Merseyside

PARADROID (Megatape 24)
295,650 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
233,300 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
114,570 Michael Garnett, Hatfield, Herts

PUZZNIC (Ocean)
6,100,000 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand
5,455,100 (Level 8-8) CC Barclay, Edinburgh

RAINBOW (Megatape 24)
32,350 Patrick Walsh, Formby, Merseyside
10,715 Graham Keeling, Bournemouth, Dorset
10,025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

ROBOCOP 2 (Ocean)
14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wellington, New Zealand
14,356,700 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
11,001,100 (Completed) Matthew Dainty, Shrewsbury, Shrops

ROBOCOP 3 (Ocean)
2,000,000 Daniel 'Arnie' Greensmith, Ellon, Aberdeenshire
1,500,000 Joanne Clark, Lincoln

ROD-LAND (Storm)
471,100 (Completed) Ronal Bhan, Wellington, New Zealand
389,150 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey
309,350 Graham Keeling, Bournemouth, Dorset

SMASH T.V. (Ocean)
14,361,950 (Completed) Patrick Walsh, Formby, Merseyside
12,247,490 (Completed) Paul Cardno, Formby, Merseyside
10,836,620 James Hoyle, Lancaster

SUB SONIC (Megatape 30)
27,230 AN Other, Anonyville

SUPER SPACE INVADERS (Domark)
27,311,111 (Completed) Joanne Clark, Lincoln
3,210,930 (Completed x 3!) Matthew 'Mole' Allen, West Ewell, Surrey
1,297,760 (Completed) Wayne Perkins, Colchester, Essex

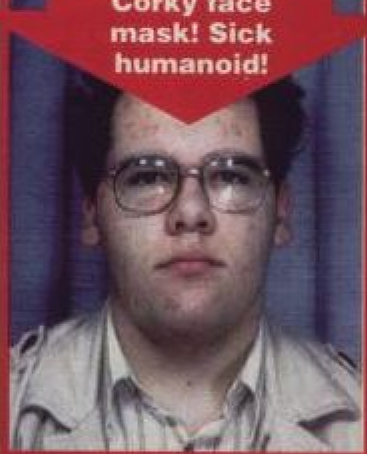
TERMINATOR 2 (Ocean)
184,550 Graham Keeling, Bournemouth, Dorset
110,800 (Completed) Liam Ryan, Co Tipperary, Ireland
100,150 John (Jojo) Cunningham, Leven, Fife

TURBO CHARGE (System 3)
15,670 Yoz Hutchinsonm Horncastle, Lincs
15,610 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
15,250 (Completed) Graham Keeling, Bournemouth, Dorset

URIDIUM (Megatape 27)
280,100 Patrick Walsh, Formby, Merseyside
267,500 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
267,450 Joanne Clark, Lincoln

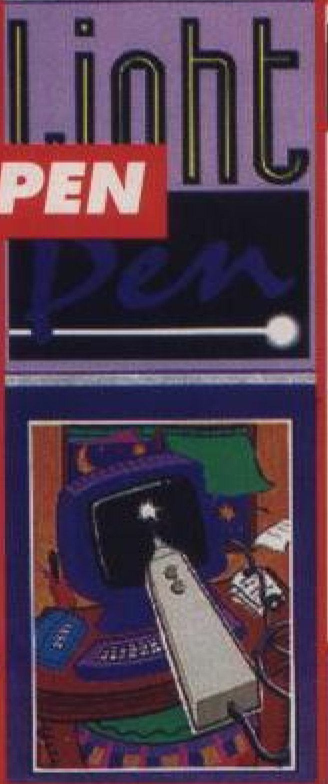
ZYBEX (Megatape 15)
393,000 (Completed) Joanne Clark, Lincoln
391,000 Scott Leach, Sutton Park, Hull
276,000 (Completed) Andy 'Toilet Head' Manx, Louth, Lincs

To add a little levity, here's a sad individual who reckons he got a high score on Zybex: Simon Aspinall only managed a measly 57, 240 on the game, and has the gall to wear a Corky face mask! Sick humanoid!



ZZAP! 64

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Bash Yer Brains!



If one more person says text adventures are boring, dated and all the blimmin' same I'll personally feed their entrails to the Stigonian Were-vultures! It's not true, and if the critics bothered to play a few they'd soon see this themselves.

If the arcade game were a movie, with lots of visual and sonic effects, the text adventure would be a novel — no pictures or sound, but lots of atmosphere and plot. Sure, they a look the same at a glance — bu so do novels. (So do peoples heads when I cut 'em off, too! — Bash!). And only an illiterate prat would say there's no difference between Stephen King and Charles Dickens! Like a book, the

Greetings, adventure fans. This month I've got a little riddle (speak for yourself! — Ed) for you: What do you get if you cross Bash the Barbarian with a sub-standard adventure? Don't know? Well I'll tell you — a very painful death, so don't do it!

NIG

• The Guild, £2.50 cassette & disk

A new wizard stalks the plains, calling forth mighty and ferocious demons that refuse to yield to all but the bravest of adventurers! His name is William Quinn (well, they can't all have names like Zargon Dragonslayer), and he's a man with a mission. Having already crafted the mighty *LA Adventure* (ZZAP! Megatape, Issues 87 & 88) he's back with the equally evil *Nightmare* a fun-packed outing that plays like a dream! (Someone rust his axe — Ed.)

You're roused from your slumber by a distant clap of thunder. Blinking yourself awake, you rub your eyes and peer round your room... something's wrong. It's TIDY! Either you're losing your marbles, or that cheese sarnie you ate while watching The Late Show on Beeb 2 is giving you nightmares. (If you're unsure which, note the subtle clue in the title of the game). Either way you won't rest peacefully (or indeed at all) until you find the missing garbage and

POP IT OPEN!

Reader Andrew Tressman of Winsford, Cheshire writes, 'Either my copy of *LA Adventure*'s gone bananas, or someone at ZZAP!'s got something wrong... I can't get past the first screen! In 'help for the hopeless' you said, 'if you can't get into the adventure, GRAB PULSE.' I've tried many variations on GRAB PULSE, but nothing works.'

Pillock! If you're still on the first screen you haven't *found* the pulse yet, so how can you grab it? The first screen is so easy we didn't print any tips for it, but just for you the first two commands are GET SODA and OPEN SODA. *Then* you'll be able to grab the pulse...

adventure can't rely on high-budget visuals to hide weak gameplay and,, like films, their arcade counterparts very often do. Not all adventures are good, of course — some read like a BR timetable and play like crossword puzzles without the clues! Keep reading *Bash Yer Brains*, though, and you won't go far wrong — we always endeavour bring you the very best in C64 adventures!

Take a hint

One fine upstanding and intrepid reader Chris Boyd sent some tips for older C64 games. I won't let tips dominate the adventure pages (there are too many new dungeons of disaster that need exploring!), but I will print a few every now and then. Let battle commence, Chris...

- **Zork 1** — To speed up the game, kill the thief.
- **The Fourth Protocol** — 'Svetofor' is Russian for traffic light.
- **Rebel Planet** — Melt the glass with the laser to get a bone.
- **Imagination** — Pinch arm to return to reality.
- **Robo City** — Squeeze the duck to get a cartridge (oo-er! — Ed).
- **Subsunk** — Spread the butter on the tubes (oo-ooh-er! — Ed).
- **Frankenstein** — Cut the stone wolf's throat.
- **Fish** — Find a dry route to crack a cracking problem.
- **Jinxter** — Burn bread to keep your charm.

There'll be more tips next month, but if you're really stuck write to me at the usual address and I'll see if I can aid you in your quest. Hell, I've slain more Orcs, located more amulets and disarmed more traps than any other adventurer alive or dead (but that doesn't include the undead like Corky!). I'm not guaranteeing anything, mind...

...HTMARE

return your room to its former post-apocalyptic state.

As you've probably gathered, this isn't an adventure for people who take themselves too seriously. Fans of Clive Wilson's *ZZZZ* will find the brilliant atmosphere immediately to their liking, but the problems don't suffer from the same degree of obscurity. Instead, the author's created a brilliant dream world which is just close enough to reality to make sense of, yet far enough removed for you to totally immerse yourself in. The title is misleading — this game's not a horror story, more like a fairy tale. You'll see bushes that grow as soon as you water them, a wall of death that flings the hapless rider into the sea, right next to a partly submerged bus (remember 'Holiday On The Buses'?), and as for that desert tower...

The game is huge for a one-parter, and is packed full of things to do. No location is wasted, but its significance might not be immediately apparent. There's some backtracking involved, but it's not too much of a chore — you feel glad you've worked out what that thingummy was for, rather than irritated at having to move about so much.

The offbeat puzzles are some of the most imaginative I've seen in a long time, and the sense of humour is beyond reproach (eg, if you try to FLUSH TOILET, you're told 'The handle is covered in shi... [long pause] ...is covered in something. I wouldn't touch it').

And the negative points? The program is a little rough around the edges; for example there's a rather unpleasant spider in the bog: to retrieve the object he's sitting on you need to kill him, then MOVE his corpse — if you try to GET it instead, he comes back to life and kills you! There's a few spelling and punctuation errors in there too, and a proper score system would've come in handy.

Nightmare is a fun adventure, and is much improved from the pre-release version I saw a month or two back. A little more playtesting would've been a real boon, but even as it stands it's a great game.

OVERALL STRIKE! 70%

CONTACT POINT

The Guild, 760 Tyburn Road, Erdington, Birmingham B36 8DG. ■ **Make cheques payable to Glenda Collins.**

FOOD FOUR FOUGHT!

Hardly a month goes by without The Guild unleashing further foes on an unsuspecting adventuredom! This month there are four new releases, more than enough to task the toughest of heroes.

Jhothamia 6 — £2

Crash-landing on an alien planet isn't the best way to start a holiday, especially when there's no way home. So how will you get back? That's for you to find out...

Corya, The Warrior Sage — £3

There was a tale, of a legend, of a man, of — Corya The Warrior Sage! So begins Tony Collins's latest three-part epic, a tale of swords and sorcery, of dragons and danger, of... Well I'm sure you get the idea. Find and kill a rogue dragon that's terrorising a village, but make sure it doesn't kill you first!

The Forgotten Past — £2.50

Wiping the sand from your eyes, you rub your bruised head and scan your surroundings. You don't know how long you were unconscious or how you ended up on the beach — in fact, you can't even remember who you *are*! A swashbuckler in the Errol Flynn mould, you'll need all your wits about you if you're to rebuild your shattered life.

The Fabled Treasure Of Koosar — £2.50

In this modern-day treasure hunt you compete for more than just an end-screen — The Guild are running a competition with it. And that's not all — there's a free game (*Birthday Surprise*) on side two! Unbelievable!

All four games are available from The Guild, on both cassette and disk. At last, a company that doesn't inflate prices for disk users!

Coming Soon!

In your number-one November issue...



Vrooom! Blam!

After putting his foot down this month, Phil gets on his bike for the ride of his life. Every C64 bike racer will be road-tested, along with all those destructive driving games like *Roadblasters* and *Chase HQ*.

Twin Tapes!

Negotiations are currently underway to bring you the biggest, best and bounciest games around for the next pair of Megatapes. Yes, ZZAP! is the only mag that gives you DOUBLE the glorious games, DOUBLE the thrilling demos, DOUBLE the fun, EVERY MONTH!

Everyone knows that two is better than one. Remember, there are:

- 2 Ronnies
- 2 sides to every coin
- 2 wheels on a bike
- 2 blokes(ish) in Erasure
- 2 pence in Corky's bank account (well, not till payday)
- 2 left feet on Phil's legs
- 2 hairs on Markie's head (Har! Har! — Art Ed!)
- 2 brain cells between Steve's ears
- 2 be or not to be...

But there's only one Ian Osborne! (Phew!)





ZZAP! 64

Oh no — I can't go on! I can't go through life worrying myself silly about getting the next issue of ZZAP! I'm far too tight-fisted to subscribe, though, so please save me a copy every month, Mr Newsagent, and my Eccles cake will forever be in your debt!

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MY MY MY DELILAH ....







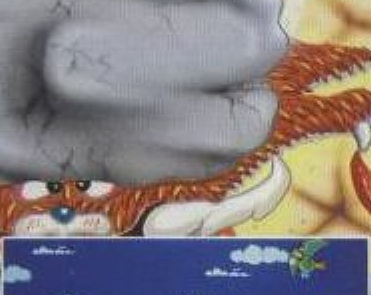


Chuck Rock certainly lives up to his name as he chucks rocks at anything in his path on his way to rescue his beautiful wife Ophelia from the evil clutches of his arch enemy Gary Gritta. Chuck kicks and belly-butts his way through the 25 Zones in five unique areas of exciting and addictive gameplay.

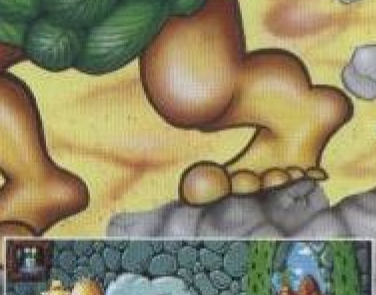
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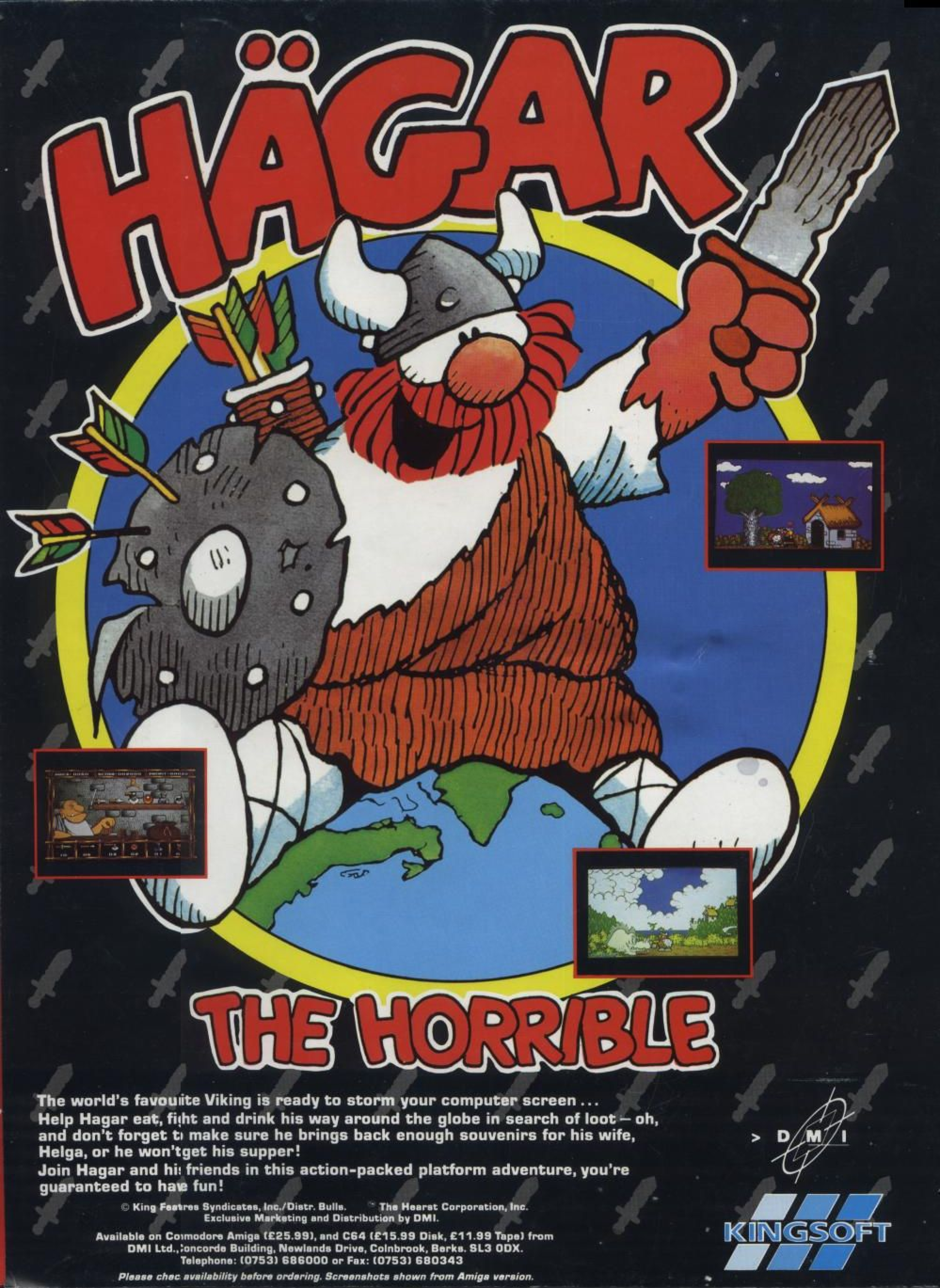
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